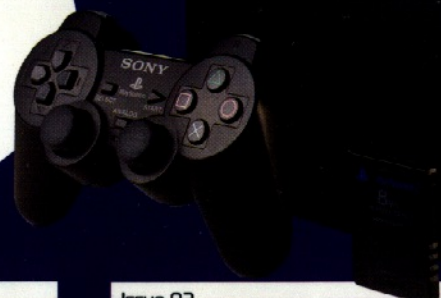


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02

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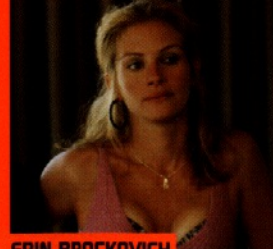
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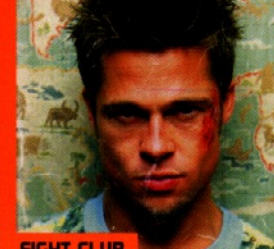
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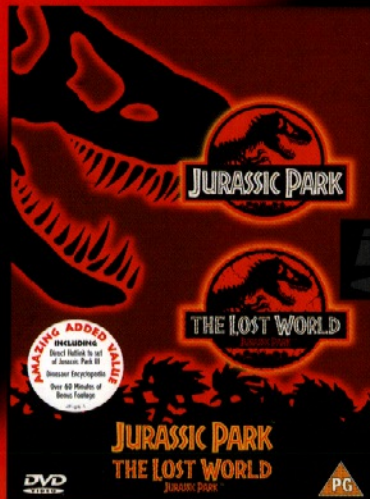
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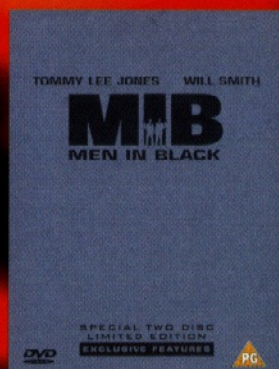
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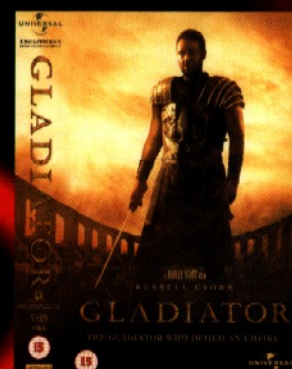
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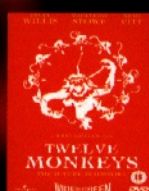
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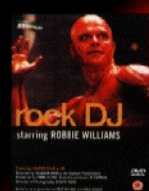
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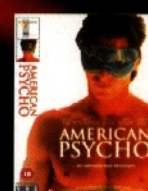
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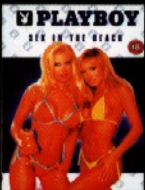
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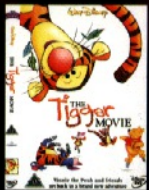
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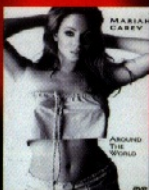
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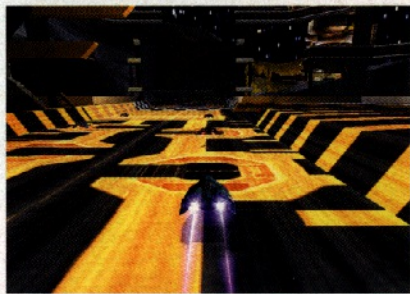
Red Faction



Wild Wild Racing



Sneaker Preview



Wipeout Fusion



Fight..



Fight Club

THE SECOND COMING

24 November 2000: PlayStation2 Launch



Firstly, I'd like to thank all of you who purchased the first issue of P2 – the response has been overwhelming. We've spent a long time reading through all your letters, faxes and emails, and we promise to implement many of the ideas suggested to us. The revolutionary scoring system sparked the most opinions,

establishing that gamers are looking for a more accurate overall mark to enable an informed software purchase.

The PlayStation2 launch is only around the corner, and we've had some very exciting software fall through the letterbox. EA's *Snowboard Supercross* has been the surprise star of the show. A cross between *Wipeout* and *Cool Boarders*, this high-speed adrenalin rush has been tipped by our expert Analysis Team as the game to buy at launch. Eidos's first-person shooter, *TimeSplitters*, has also had the office buzzing. With an exceptional multiplayer mode and user-friendly Level Editor, this will certainly be riding high in the charts.

If you missed our first issue, you'll be glad to know that P2 also reviews all the latest DVD releases. This month's reviews include David Fincher's phenomenal *Fight Club* and Steven Spielberg's remarkable *Jurassic Park*. We've also got an exclusive interview with the star of *Fight Club*, Brad Pitt.

Our diverse range of lifestyle features highlight the underground world of illegal street racing, which includes an interview with the infamous Long Island street racer Mr X. There's also a sneak preview of the Vans and Etnies spring 2001 trainer collection for all you skate fans.

See you next month and enjoy the official UK PlayStation2 launch on 24 November.

Darren Hemridge – Editor



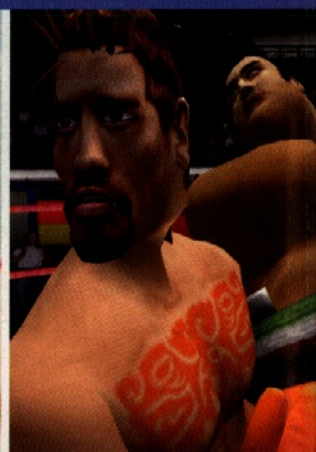
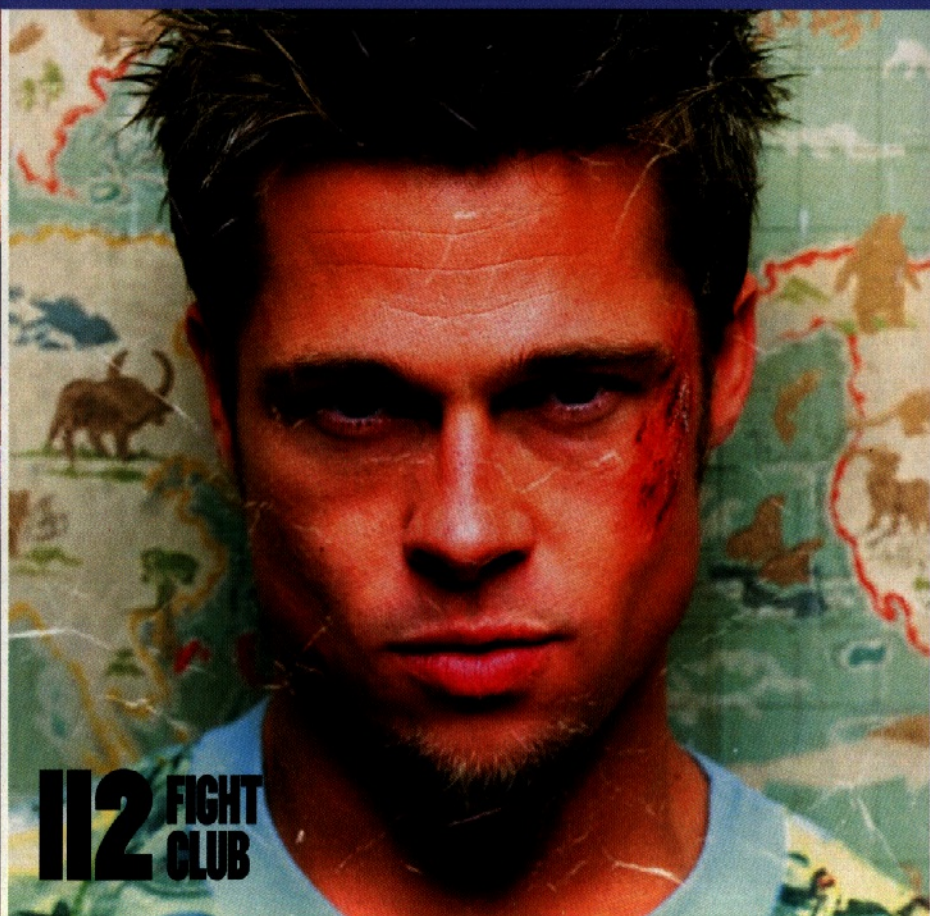
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We scoop the latest screenshots, designs and artwork on the PlayStation2's most advanced racer! Discover what the developers have to say in this in-depth Work In Progress report.



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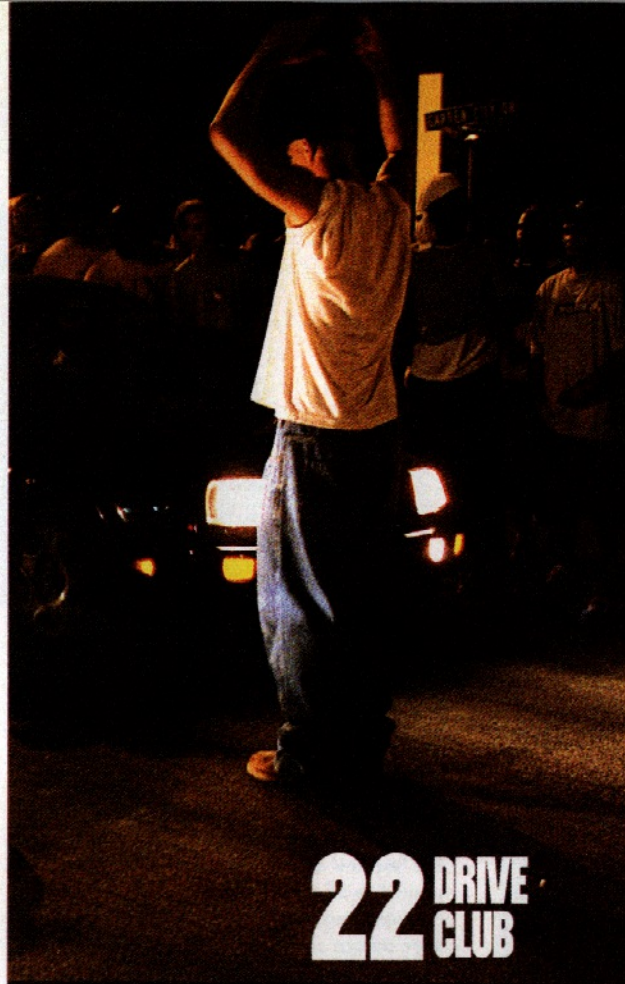
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Ensuring P2 readers receive the very latest UK and overseas videogame news – FIRST!

LARA: WHERE ARE YOU NOW?

■ It's been a while since we last heard from Lara. Her last instalment on PS1 did wonderful things in the charts and the 'medley'-style remix of the series named *Tomb Raider Chronicles* looks to do the same over this Christmas. Developers Core Design and publishers Eidos stressed that this version of the game was for fans buying into the Lara bandwagon in the same way that people buy a new book by a familiar author. (Much like Eidos' chairman Ian Livingstone's aged *Fighting Fantasy* books in fact.)

The shock announcement at the Eidos press briefing that P2 attended was that a PS2 version of *Tomb Raider* was already under way, provisionally titled *Tomb Raider Next Generation*. The development of the title wasn't the surprising news though; more interesting was the fact that Core Design had a 20-second snippet of rolling footage. Consisting mainly of FMV-style real-time scenes with the camera firmly on the rendered face of Lara, Ms Croft traversed buildings and the like James Bond-style.

Core admitted that the PS2 version of the game wasn't a follow on from the PS1 games, nor was it based upon the forthcoming film starring *Gone In Sixty Seconds* beauty, Angelina Jolie as Lara Croft. The inner city and more urban setting of the game showed the title moving away from its *Indiana Jones*-style environs and into the role of more recent game characters such as Joanna Dark from Nintendo's recent N64 hit, *Perfect Dark*. There certainly seems to be a darker, more mature feeling belying her character. Core continued to point out that as this was their main console concern, it was the Derby-based developers chance to once again create something as revolutionary as the original *Tomb Raider* from 1996.

More strategic play was confirmed and so was the 'gameplay evolution' concept of the title that, according to Core, means that the game will change direction depending on how you play it. In practice, this means depending on the way that puzzles are solved, it determines the path of the game and what type of eventuality the game is likely to arrive at. The feedback that Core have gained from the previous instalments show that the gamer sees himself in the role of Lara and so

they've strived to make the game as related to the player as possible. The game will record the 'behavioural patterns' of the player and build a profile that will be saved to memory card and lead to a more personal game for the player. It's been suggested that if the player wants Lara to 'turn to the dark side' it may be possible because she's not the squeaky clean heroine that we've known previously.

Further details are vague and descended into ambitious hyperbole, but it's clear that Core are investing all their skills into the title and want to make Lara the ultimate character mascot for PS2.

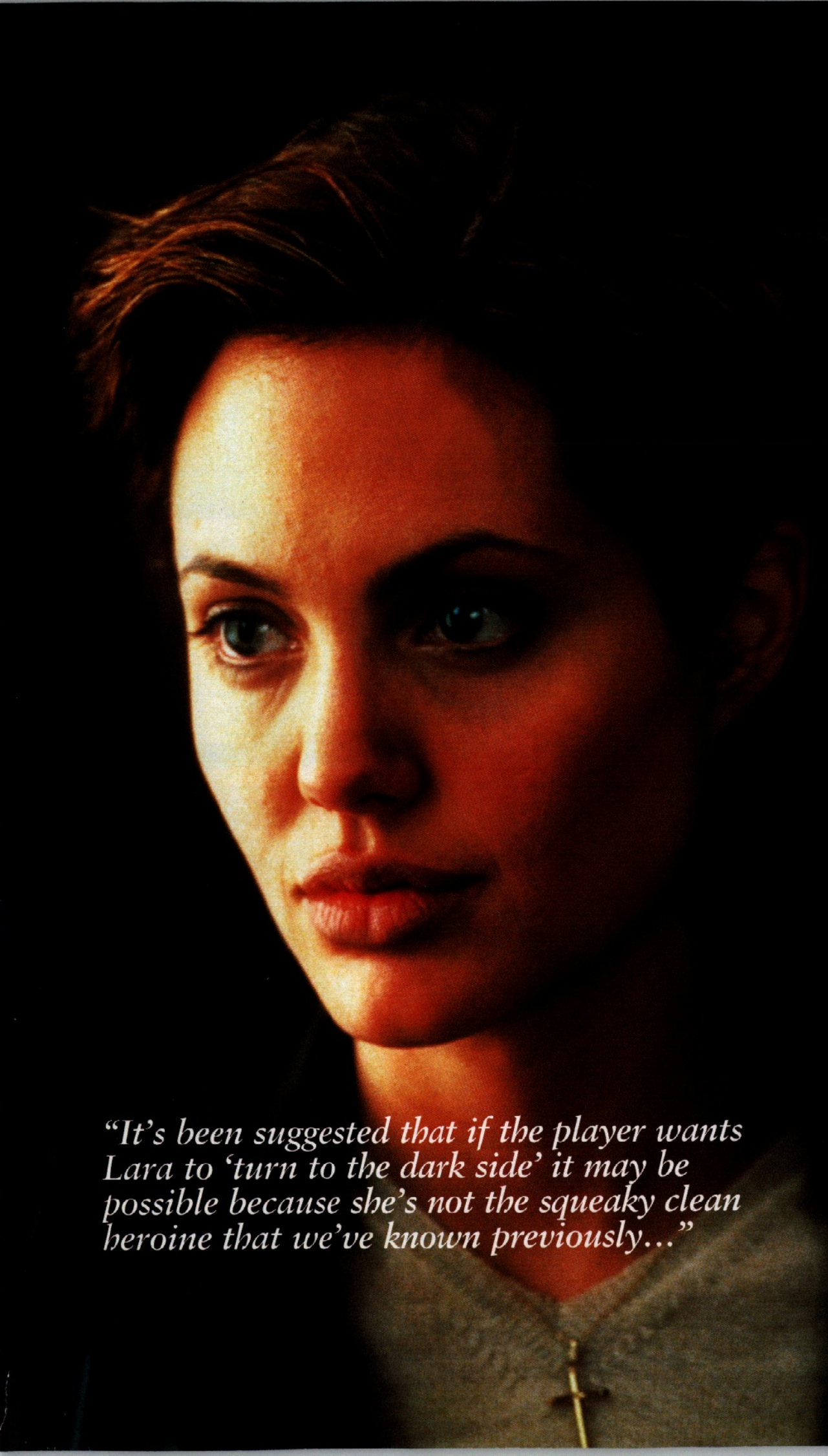
Meanwhile, filming of *Tomb Raider: The Movie* continues at Pinewood studios with UK sections of the film being carried out at Los Angeles, Battersea and central London. A trailer of the film is due to be included on the PS1 *Tomb Raider Chronicles* game due out in November. The director of the film that is subtitled, 'The Achilles Shield', is Simon West who previously worked on the slightly dodgy *Con Air* and *The General's Daughter*. Bizarrely, Rimmer from *Red Dwarf* (Chris Barrie) plays the butler in the film based on the bumbling character in the training section of *Tomb Raider* games. Aged *Carry On*-style rudeboy Leslie Phillips is also on hand with English humour alongside the original *Mission Impossible* bad egg, Jon Voight.

Such an odd lineup seems a strange blend of accomplished screen stars and some very English comedy characters that are as familiar to Hollywood blockbusters as Eminem is to his local church. Rough pictures of Angelina Jolie parading about in Lara's huge moon-style boots and a skimpy outfit have been circulating amongst the British tabloids, along with the hideous rumour that a 'page 3' star has been drafted in to perform 'bottom' duties because Angelina's rear isn't up to scratch.

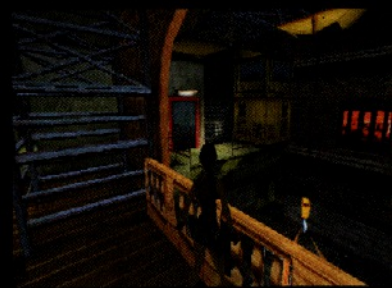
The film is aimed at a summer UK release next year, and filming is currently going to schedule with the casting company recently recruiting a batch of UK 'extras' to act as crowds within the Battersea sequences.

P2 will keep you briefed (or 'debriefed', in the words of Leslie Phillips) on both the film and PS2 version of the game in the coming months. So stay tuned...

Richard Melville



"It's been suggested that if the player wants Lara to 'turn to the dark side' it may be possible because she's not the squeaky clean heroine that we've known previously..."



[TOP] Paramount was quick to get its logo entwined with Lara hype from the 1996 film signing. Since then, the film has changed directors, scriptwriters and confirmed Jolie as the main role. [MIDDLE] The PS1 version of *Tomb Raider Chronicles* due out in November. The PC version has a level creator, which bodes well for the PS2 version of the game... [BOTTOM] You'll know him as Rimmer or Mr Britass. Now he's a star, of course. Expect much English camp behaviour from the receding funnyman.

KONAMI'S ISS SERIES EVOLVES

Konami's ISS series has arrived in the UK, fresh with new licenses and even a 2001 update...



[ABOVE] The USB Camera will mean that in-game characters could resemble you, rather than David Beckham.

ISS has long been the best football game on any videogame system. Since its inauguration Konami have battled to compete with the likes of FIFA, but lost sales due to the lack of a big name license. Now Konami have signed a contract with kitmakers Umbro, and Fifpro, so real player names can be used at last.

Shayd Boyd, Marketing Manager of Umbro said "It's a perfect match for us. Konami is renowned for the accuracy of its football games whilst Umbro is totally dedicated to football and has been in the business since 1924. There's no reason why together we can't push the boundaries of realism in ISS even further."

Konami are involved with Umbro at the manufacture stage of new kits as well as sponsorship and have access to research gained from real players over the past years and into the future. Football kits have, after all, progressed much since tight little shorts and figure hugging tee shirts of the George Best era.

Konami Europe President Kunio Neo commented that, "working with designers and developers who have met the demands of players will give us a greater insight into the look and feel of the game as we again attempt to set the benchmark for football sims." In a further bid to please the football devoted UK public the UK version of ISS has been optimised. The Japanese version's regular slow down has also been completely removed.

Meanwhile, both Osaka and Tokyo branches of Konami have been working on ISS 2001. Although no screens have been released as yet, Konami have announced that the update will be graphically improved due to increased development time and by utilising the PS2 USB digital camera by Sony. The new device, launching next year in Japan, takes around 20 images and allows you to view them via the PS2 and even send them via the Internet. Konami plan to use the camera to map gamers' faces on to players so, in theory, your whole team could be made up of your mates in both name and physical features.

It's an exciting prospect and with the majority of gamers just getting to grips with the new game, Konami show no sign of halting the rapid development of the series.



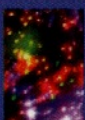
[ABOVE] Konami of Japan's Mr Nagae (left) meets with Umbro man Mr Taylor (right) and Konami's UK Manager Dave Cox (middle). Their suspiciously red faces means that celebrations have already commenced. Do we spot a beer bottle down there Mr Cox? Surely not...



Release Dates

When's it available to lock and load? Find out in our release guide...

Fantavision



24 Nov

Eternal Ring



24 Nov

Evergrace



24 Nov

RC Revenge Pro



24 Nov

FIFA 2001



24 Nov

Dark Cloud



Early 2000

Star Wars: Episode One Starfighter



Early 2000

Star Wars: Episode One Starfighter



Early 2000

NIKE GOES ON A MISSION ON PS2

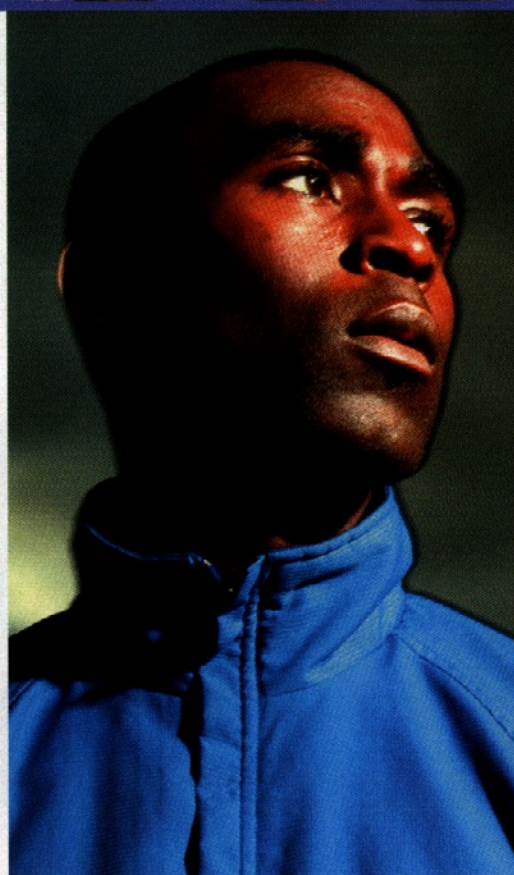
A game based on a series of adverts...

The Mission is a PS2 game made by French developers Microids. It's a title that uses the 'Nike' license in the most bizarre of ways.

You may remember the sports ads featuring Edgar Davids and his magical and almost super-human ball skills, (he's the one with the dreads and trademark yellow glasses, in case you forgot.), well, him and the rest of the footballers from the ads are being placed in a game like *X-Men* figures, ready to fight the forces of evil. Billed as a 3D adventure with a real football-style game in there somewhere, it's looking like an ambitious project. Other big names that feature as characters in the game include Andy Cole and Josep Guardiola.

Gameplay wise, Microids have included the novel plot of a prized football being stolen (Nike's Ceo Merlin ball, folks) by evil ninjas. hilariously enough, Microids also say that these mysterious men 'embody the forces of brutality and poor sportsmanship'.

Little has been seen of the real football game, but it's certain that it will take place in a futuristic room in the style of five-a-side football. *The Mission* is an odd concept, but it's one that P2 will be watching closely over the next few months to see if the ambition of the title will bode well for Microids' PS2 debut.



NEWS ROUNDUP

Snippets of the latest PS2 gaming gossip...

Acclaim has announced that *Fur Fighters* is on the way for PlayStation2! Plans are to make this an entirely new version rather than a straight port from PC and the game will be given a load of new features, weapons, enemies and so on. The PlayStation2 version will also contain the multiplayer deathmatch games.

Games company Eidos has received four BAFTA Games Awards nominations – one of which is for the PlayStation2 launch title *TimeSplitters* for the Console Game award. Other nominated games include *Sydney 2000* for the Sports award, *Dens Ex* for the PC award and *Thief 2* for the Sound award.

Activision look to be reaffirming their grip on the Marvel license next year with possibly up to four super hero games! An *X-Men* fighting game and an *X-Men* RPG have been confirmed for late 2001 but there are also rumours of a *Wolverine* action game and a sequel to *Spider-Man* being touted around.

Core Design has announced that the PlayStation2 *Tomb Raider* title will be 'episodic'. What this means for you is that after you've bought the game you should be able to download add on levels, characters and extra scenarios for the game. The add-on packs will presumably install to the hard drive.

One of the greatest action film directors of all time, John Woo, has decided to set up his own games company! Formed with Terence Chang the company Digital Rim has big plans for the PlayStation2. Whatever the first game is you can guarantee that it will be full of all the usual John Woo flair.

Get your spade ready because the classic war film *The Great Escape* is tunnelling its way towards the PlayStation2. SCI has recently got a hold of the film rights from MGM and have said that the game will most likely be split into three parts: Preparation, Break-out and Escape.

Paul Smith commissions PlayStation furniture

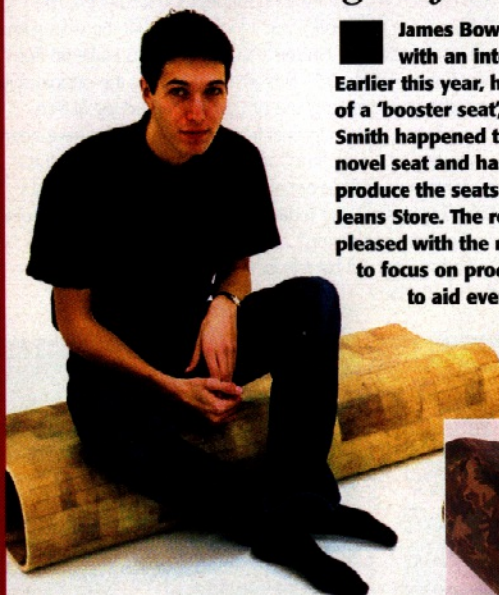
Tired of that fat beanbag or decaying armchair? Have a look at what designer James Bowsill has come up with...

James Bowsill is a Design student with an interest in videogames. Earlier this year, he came up with the idea of a 'booster seat', pictured below. Paul Smith happened to lay his eyes on the novel seat and has asked Bowsill to produce the seats for the Covent Garden Jeans Store. The recent graduate is pleased with the response and has vowed to focus on producing further furniture to aid every type of fashion conscious gamer.

Customers have the chance to use

PlayStations within the Paul Smith section of the store while waiting for their partner to emerge from the fitting room. While this lessens the age old problem of 'shopping with a woman', Paul Smith embraced the seats for their trendy minimalist, even urban style. It's also a clear sign that gaming is forging more close connections with the fashion industry. *Driver 2* recently 'dressed up' with the help of Diesel and menswear designer, Oswald Boateng.

Bowsill's chair has been featured in style magazines such as *Zoo* and *Wallpaper* and should you want to have one yourself, you can order a variety online at <http://www.unit26.com>.



[ABOVE] Here we see James in his design studio minus shoes (such is his style genius). Pictured is the base of the chair prior to decoration.





Super Bust-A-Move

The graphics look sensational while new gameplay additions, such as moving platforms, expanding bubbles and rainbow combos, will set new standards.



ESPN NBA 2 Night

Konami's first NBA game on the PS2 will be kept close to the originals, only now some cool motion capture animation will bring the games to life.



H3O

Rockstar games have just picked up ASCII's *Surfroid*. Renamed *H3O* the controls and licenses are likely to change, but this still looks the most original game yet.



Top Gear: Dare Devil

Top Gear: Dare Devil is Kemco's answer to *Crazy Taxi*. A race across four real cities, including London, Rome, Tokyo and San Francisco. This will be wild.



NHL 2001

EA's NHL series ranks as the best ice hockey franchise on any system, so news of a PS2 version with all the latest teams and sublime visuals is a joy to hear.



F1 Championship 2001

EA Sports are bringing the latest F1 statistics and brand names to the PS2 in some style. The latest game features all the new drivers along with the new US Grand Prix.



KONAMI MAKES THE SILVER SCREEN SCREAM

Konami's license with Universal bears fruit as Jurassic Park III and The Thing will hit the PlayStation2...

This month Konami's exuberant five-year licensing agreement with moviemakers Universal Studios delivered two surprise game announcements. The gaming public has long known that Konami is set to release games based on *The Mummy* and *The Grinch*, but this month Konami and Universal revealed that the games publisher will be bringing *Jurassic Park III* and the classic horror *The Thing* to the PlayStation2 next year.

The license agreement will see UIS developing the hit game and Konami set to publish. It may also include an online and maybe even a mobile phone capability. New developer Savage Entertainment, made from ex-members from the *MechWarrior* and *Heavy Gear* series will create the new game. Jim Wilson, senior vice president at Universal Interactive Studios said, "Universal Interactive Studios is delighted to have the opportunity to take the reigns on development of the *Jurassic Park* franchise," he continued, "our partnership with Konami will ensure a compelling action game." The film itself is in the early stages of principal

photography and is scheduled, as is the game, for an 18 July 2002 release. At the moment Joe Johnston (*Jumanji*) is set to direct the studio's biggest franchise with Steven Spielberg serving as Executive Producer.

Along with *Jurassic Park III*, Konami will also publish an action-adventure game based on the classic horror, *The Thing*. The film is one of the most famous horror films ever made. It was remade in 1982 by John Carpenter (*Halloween*, *The Fog*, *Escape From New York*), but it looks likely that the videogame will instead draw on Universal's vast history and take off from where the original 1950 film left off; adopting the original style and look to present a game of unprecedented visual flare. "The *Thing* is a phenomenal franchise that gamers have been requesting for a long time", stated Mr Wilson. "This franchise presents an incredible opportunity to draw upon Universal's rich movie history and today's technology to create a one-of-a-kind gaming experience."

Both games will be released in the summer of 2002 for the PlayStation2.

[BELOW] The Jurassic Park III game should be based around Savage Entertainment's latest build of the Sabretooth graphics engine.



[ABOVE] Konami's take on the Jurassic Park license will likely take the form of a first-person shoot-'em-up with killer graphics.

GARNETT GETS IN THE GAME

Olympic hero and NBA star is the new face of NBA Live 2001



EA recently announced that the new face of the latest in the NBA series, *NBA Live 2001*, will be the Olympic gold medal winner Kevin Garnett.

The hero of this summer's Sydney Olympics and captain of the NBA's Minnesota Timberwolves has been motion-captured for the latest game. His unique rebounds, assists and slam-dunks have set new standards in the recent NBA season, being named for his third All-Star team.

Garnett has said in a recent interview, "I am really excited to be in with EA sports and *NBA Live 2001* because I like to be associated with the best." He also added, "I had a great time doing motion capture in Vancouver and enjoyed sitting down

with the development team to give them my thoughts and ideas about the game. I think *Live 2001* is going to be the most realistic hoops game ever."

The game will feature life-like skin and facial textures, fully animated, highly detailed crowds, and for the first time, an animated bench that aims to mimic the personalities of the game's eccentric coaches.

There will also be a number of new in-game moves including up and under moves, drop steps, baby hooks, turn-arounds and fade-aways. Yet it's Garnett's unique playing style, captured and placed in the game, that will make *NBA Live 2001* the finest instalment of the long running series so far.

WIN! A snowboard!

Celebrate the PS2 launch with a SoBe sponsored snowboard

Snowboarding is the new skateboarding - you only have to look to the massive amount of new games to be released around the sport to realise this. Now, thanks to SoBe, P2 can give away a sponsored snowboard to a reader and a crate of the new SoBe vitamin drink to the lucky runner-up.

The SoBe drinks are a series of juice and tea-based vitamin drinks designed with winter performance sportsmen and women in mind. Packed with all the ingredients (Vitamin C, Echinacea and Zinc) to combat winter illnesses and keep snowboarders and skiers on the slopes, these new drinks from SoBe are perfect for all extreme sports enthusiasts.

The board is illustrated with SoBe's trademark lizard decal and features a novel flame effect. One runner-up will win a crate of SoBe's new Lizard Blizzard dairy drink.

To win simply answer this question:

Which skateboarder features in the title to Activision's best selling skateboard game?

Tony Tone
Tony Hawk
Tony Touch



Send answer on a postcard, marked 'Board Stupid', to Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS. Entries should be no later than 7 December.

MAG ROUNDUP

Check out the best of other newsstand fodder



DVD Review

The UK's best-selling DVD mag keeps on getting better. This month sees *Fight Club* get a thorough seeing to!



Play

The UK's best-selling unofficial PlayStation and PS2 magazine!



PS Pro

The last edition of your favourite PlayStation mag is in the shops now!



PowerStation

If you want to get the most out of your PlayStation games this is the place to come.



JAPANESE CHARTS

The biggest selling games are a mixed bunch, ranging from arcade driving action to dynasty sprawling strategy epics. The only thing linking the charts appears to be a dominance by KOEI in the strategy/RPG areas. Here are the best selling games in Japan since their launch.

1. Ridge Racer V	Namco	619,481
Namco's classic racer has proved the most popular game since the PS2's launch.		
2. Gekikuukan Pro Baseball	Square	495,581
Square's latest baseball offering has quelled the Japanese thirst for statistics.		
3. Tekken Tag Tournament	Namco	368,731
There has been no holding back the aging beat-'em-up series from the latest charts.		
4. Kessen	KOEI	322,342
The massive and detailed strategy sim has caught the imagination of Japanese gamers.		
5. Dead or Alive 2	Tecmo	279,474
The original and lengthy beat-'em-up has stormed the PlayStation2 in some style.		
6. Dynasty Warriors 2	KOEI	185,790
KOEI's adaptation of its Kessen game into a frenzied beat-'em-up works a treat.		
7. Armoured Core	From	153,243
The Japanese love mech-based strategy games and this is the best around.		
8. Fantavision	Sony	142,031
The unique and skillful puzzle game from Sony has been a surprise hit amongst buyers.		
9. Romance of the Three Kingdoms	KOEI	119,151
The latest instalment of the massive RPG is sure to rise up the charts very soon.		
10. Jikkyu World Soccer 2000	Konami	111,804
Konami's latest JSS football game is still selling well despite poor reviews.		



Chart from Gamejapan, Media Create.

An Industry Speaks...

The launch of the PlayStation2 will bring a slurry of games and gadgets from all quarters of the industry. So how is the industry preparing for the biggest hardware and software launch in five years? P2 went inside to find out...

EA puts faith in comprehensive launch lineup

"In all deference to the great engineering by our partners at Sony, it's not the black box that will capture the consumer's imagination next month, it's the products. We believe that PS2 will be the leading console for the next five years and that's why we have focused on delivering such a strong lineup for launch: FIFA 2001, Theme Park World, F1, SSX, Madden, NBA, Kessen, Swing Away Golf and X-Squad.

These are the 'must-have' titles that consumers will need to unlock the magic of PlayStation2. The past few months have not been easy, but we set our goals, avoided distractions and delivered. At launch, when consumers walk into any of the shops selling PS2, they will be hit by the range and quality of EA's product lineup, and we'll see the payoff on that effort when EA captures the early buzz and huge market share."

> (IAI King, UK Marketing Director at Electronic Arts.)

Infogrames gear up for Unreal Tournament-led 2001 release frenzy

"Infogrames do not have any launch titles. We are certainly not prepared to rush any of our AAA titles out before they're finished, but I can guarantee you that we have an awesome lineup for next year.

There are many titles that I cannot discuss at present, but be sure to see the ultimate first-person shoot-'em-up, Unreal Tournament, by February. Reflections Stunt Man, and the hero of them all Superman, will also follow.

2001 is going to be an amazing year for Infogrames and PS2. I can't wait...

Infogrames have the superb Driver 2 for PS1 late November and also Alone in the Dark 4, Bugs Bunny and Taz Time Busters, V-Beach Volley Ball and also Looney Tunes Racing. All these are down to do very well in the Xmas marketplace for PS1. There being only a small amount of PS2s in the UK will not effect the PS1 marketplace much at all."

> (Lee Kirtan, Specialist Publicity for Infogrames.)

Wild Things look forward to interactive and more specialised PS2 gaming accessories

"We have several new products which are actually finished and ready to go into production, including analogue pads, stands, memory cards, steering wheels and other special controllers which will excite PS2 owners.

As new games come to the market, we intend to produce special controllers to compliment these and make them far more interactive for the gamer.

The PS2 is not a cheap machine and therefore needs to offer the consumer great game playing characteristics. From what I have seen at various presentations throughout the world, this machine will provide supreme entertainment for gamers, and publishers are working hard to use the technology to its full potential.

Sony are one of the planet's major consumer electronics players, and they know how to build and market, quality, exciting and hugely desirable products. There is no doubt that once again they have produced a winner and exciting times are ahead for the gameplaying public."

> (Howard Jacobson, Managing Director of Wild Things - manufacturer of videogames accessories and peripherals.)

Given the rather hefty prices associated with PS2 games and peripherals you're going to need a little bit of persuading to put your hard-earned cash where your mouth is. We give you a helping hand...

BEST BUYS

[BELOW] This month sees us bring you a mixed bag containing an array of PS2-associated items each of which will be available come launch day.



Mad Catz High Density Memory Cards

These new cards hold 32 times more data than standard ones. They are also high density and not compressor-based so your saves will be safer than ever. These cards come in three colours and even in a jewelled storage case priced at £19.99 and £39.99.

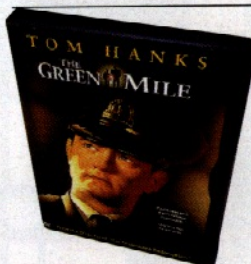
Never lose that all important save again with Mad Catz.



Aqua Aqua

This sequel to *Wetrix* is a bargain at a staggeringly low £24.99. For your money you will get one of the best puzzle games around that will pit your wits against the computer, the clock and a friend. Creating new landscapes – hills and valleys – will trap water that can then be evaporated and used to flood your opponents' crafted world.

Water-based, brain-teasing fun that will addle your mind forever.



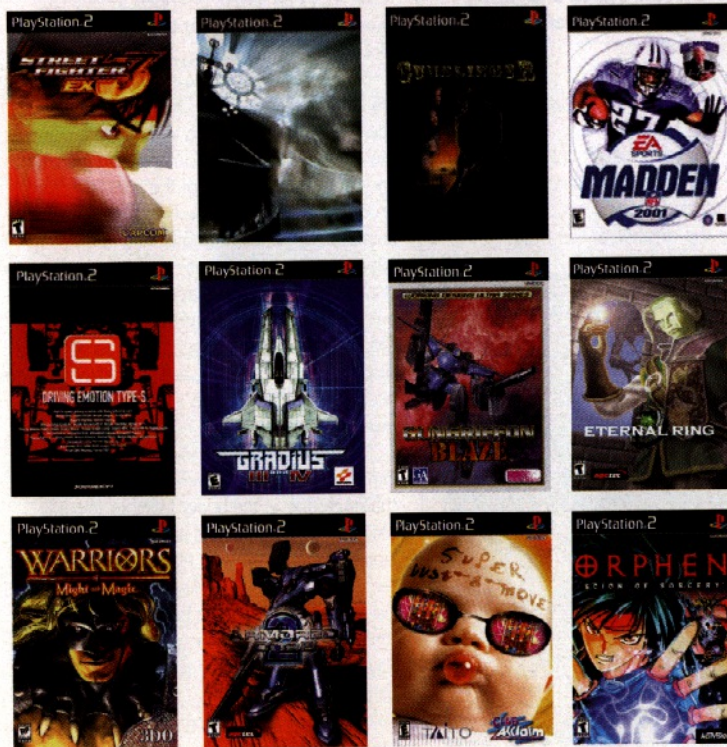
The Green Mile

Frank Darabont (*The Shawshank Redemption*) returns to the director's chair in another emotional roller coaster starring Tom Hanks (*Saving Private Ryan*) and Michael Clark Duncan (*Armageddon*). This is over three hours worth of film and features a specially commissioned documentary 'Walking The Mile'. All inclusive in a DVD package for £19.99.

Hanks goes searching for more Oscars to stop the door with.

Online unveils gaming treasures

Online stores are the best way to shop for stray PS2 games...



With over 33 PlayStation2 games set to line up at the console's launch on 24 November, there will be very little shelf space to house all of the titles. Some will inevitably lose out and that means gamers will lose out too.

In fact many high street stores, such as Dixons and HMV, have confirmed that they will have to restrict the shelf space to the most sought-after titles, meaning lesser licensed products will be left in the dark.

Online shopping seems to be the answer. With no need for shelf or floor space online shops, such as SoftwareFirst, can send games direct from the distributors. It seems that

SoftwareFirst – Europe's longest running online software retailer – will be one of the few stores to stock all 33 launch titles.

"We know it may be difficult to obtain some of the left-of-field PS2 titles," states William Flatau, managing director of SoftwareFirst, "which is why we're pushing our range rather than individual titles."

So, whilst the major high street chains will only be stocking games within the considered top 10 of titles such as, *Ridge Racer V*, *Tekken Tag* and *FIFA 2001*, online stores will be offering gamers a real selection of smaller, more specialist games like *Midas' Dynasty Warriors 2*.



OVERSEAS NEWS

P2's foreign contributors report the latest news from around the globe...

The world's best news first



Klonox 2

The underrated *Klonox* was great fun. A small cat-like creature that was very Japanese, but never sold well. This sequel promises stunning cartoon quality and animation across 24 imaginative levels to redress the old wrongs.



CART Fury

US publisher Midway is to release a PS2 version of its arcade hit *CART Fury*. It features the classic tracks, modern drivers, and Midway's typically unrealistic flaming tyres and explosive crashes amongst the realism.



Navy-Force

Jaleco are set to go head-on with *Metal Gear Solid* next March with the release of *Navy-Force*. It may share Snake's gloss and gadgets, but players must fight in a team. The action takes part on a stolen warship.



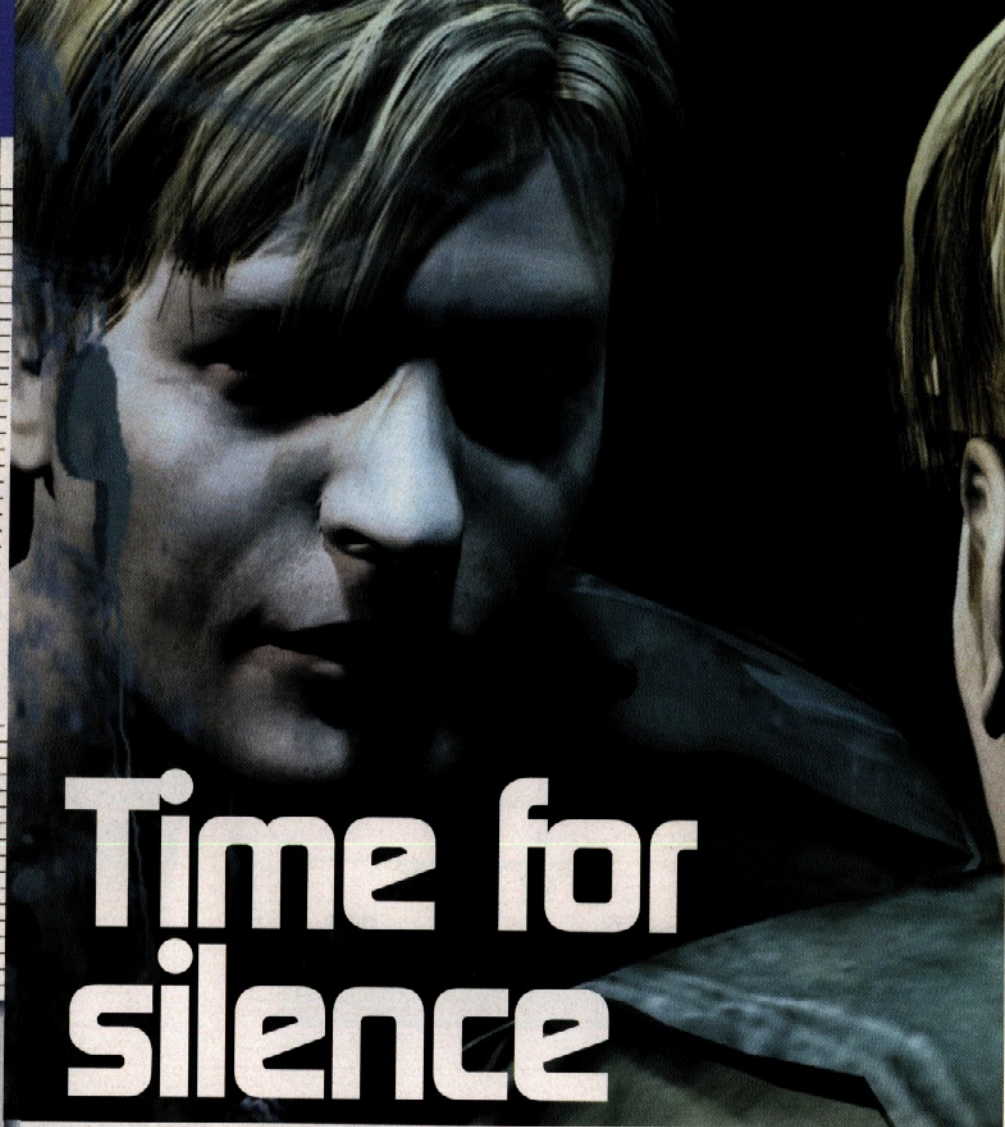
Kengo: Master of Bushido

Crave are releasing Genki's sequel to *Bushido Blade* in America. *Kengo: Master of Bushido* has more action and more blood than previously, with more focus on counter-attacks and more evasive moves.



Goemon

Konami recently surprised Genki's sequel to *Goemon* with the Tokyo Games Show with news that a new *Goemon* adventure's planned for the PS2. Until recently it has been limited to Nintendo consoles. Now it seems *Goemon* will be at the PlayStation2.



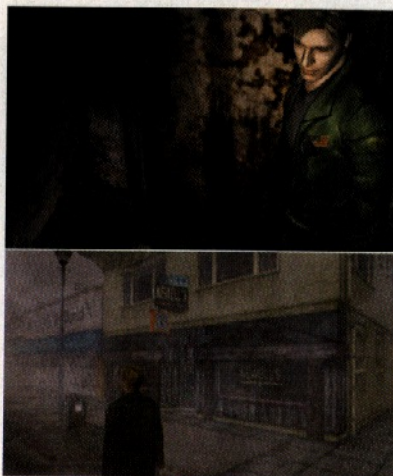
Time for silence

Konami unleash shots of the truly horrific

 **The original *Silent Hill* for the PlayStation was one of the few truly horrifying games on the console. *Resident Evil* would shock, but *Silent Hill* would scare. It would startle and terrify with scenes of demonic castration and claret-covered carpets.**

People love to be scared. So, it was always a demand that the PlayStation2 received a sequel to this nasty little adventure.

Although original director, Tetsuhiro Imamura, is back for the sequel, it will be unrelated to the first. Except, once again an innocent traveller has been caught in the clutches of *Silent Hill*.



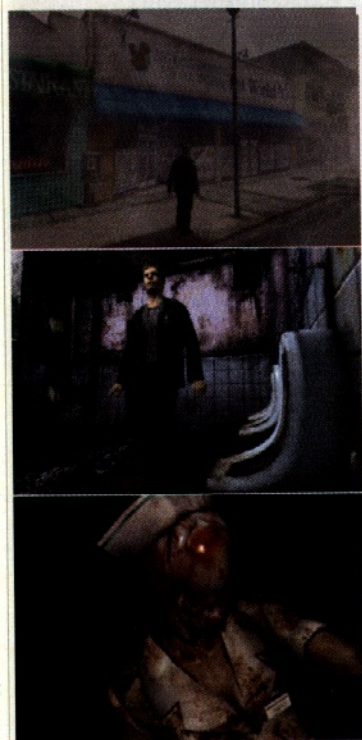
The story now centres on a widower, James Sanderland, who has received a letter from his dead wife. It mentions that she wanted him to meet her in *Silent Hill*, the snow-covered holiday resort they had always promised to visit. On arriving, Sanderland is met by a woman who looks and acts just like his dead wife, but...

From initial news of the story and setting *Silent Hill 2* looks ready to take off where the previous title left off. The characters featured in a demo at the Tokyo Games Show look hellishly distorted and mutilated like those of the first. Also, according to Imamura, the monsters will also be animated by hand (no motion capture) in an effort to deliver truly horrific movement. There are also various characters that don't look grotesque but display some alarmingly peculiar traits. Graphically the demo suggests the same mist-filled streets and claustrophobic alleys have been retained to deliver another truly terrifying experience that will scare as opposed to shock.

There are going to be some changes to the formula. The original game was seen as a tough challenge due to the heavy leanings towards action rather than puzzles and plot. The strong Japanese support for the PlayStation2 will likely see the game develop a keener puzzle edge and the action toned down in favour of a more cohesive plot. Yet, with the power of the PlayStation2 behind it creating some startlingly life-like images *Silent Hill 2* will be a sequel worth waiting for by both Westerners and Japanese games players alike.



Silent Hill 2



[ABOVE] The demonic nurses reappear in the sequel, but the detail is stunning. Demo shots suggest graphical finesse that could rival Hollywood.

Globe Trotter

The world's best news first



> X-Men star in follow-up frenzy

US games giant
Activision has stated that there will be two sequels to the hit PlayStation beat-'em-up of this summer, the *X-Men*.

The PlayStation2 will see the *X-Men* in two forms, a beat-'em-up and an action/RPG. It's been made clear that the beat-'em-up will be coded by the original *Mutant Academy* team, Paradox Studios. The RPG is a mystery. Few details have seeped out of Activision as plans have yet to be set in stone.

These games will be two of the fourteen that Activision have planned for the PS2 in 2001.



> Kessen gets sequels

Not one, but two sequels are planned for KOEI's stunning strategy epic.

Having sold over 360,000 copies to date, *Kessen* is set for two sequels. Due for release on 24 November in the UK, the game has already destroyed sales records in Japan.

Developers KOEI are planning not one, but two sequels.

Kessen 2 and *Kessen 3* will be launched next year and KOEI have already stated that they hope to sell 500,000 and 1,000,000 respectively.

Currently *Kessen 2* is scheduled for a March 2001 release in Japan with *Kessen 3* following on a year later.



> PS2 enters gadget heaven

Japanese peripherals dominate the Tokyo Games Show.

Japan's annual Tokyo Games Show was overshadowed by the PlayStation2, because the console will shortly be swamped with sparkingly new add-ons.

The coo of the show came with the launch of Taito's Speech Recognition Controller that will be compatible with the company's upcoming *The Greatest Striker* football game. The player will be able to control each member in the side by voice alone barking orders as the real-time weather erupts and the sun sets in the distance.

The exciting new Voice Controller should be available for import on 7 December.



> Vehicle combat gets Twisted on PS2

Twisted Metal: Black is the latest instalment of the classic vehicle combat series.

The PlayStation2 version is far darker than any previous games in the massive selling series. Accurate physics placed on explosions may see *Twisted Metal: Black* getting major media coverage.

The only elements that remain from the original are the zany car models. Ice Cream vans will now transform into mech-like robots when they're given the correct boost.

With some lavish visuals and detailed game design, it could, for once, be a missed opportunity for UK gamers.

One hell of a game

Capcom's Onimusha looks set to destroy the PS2

Capcom's feudal adventure, *Onimusha: The Demon Warrior* has had its problems. After being cancelled on the PlayStation1 in an attempt to focus on the PlayStation2, the game vanished from sight for a time.

Now Capcom are launching an offence. New artwork, FMV screens and screenshots have been released and show that the last few months have not been wasted. The game is looking stunning.

The graphics are nothing short of breath-taking, not least because of attention to the slightest of details. The soldiers and peasants, villages and castle interiors all swim with the style and exuberance of feudal Japan.

The latest artwork to emerge from Capcom suggests that *Onimusha* will deliver a similar style to the company's classic *Resident Evil* series. The in-game effects and structure also bears a remarkable likeness to the older series. Yet there is one startling innovation. Due to the capacity of the DVD format, *Onimusha* will feature a language option.

Players will be able to experience the game in a number of different ways, including with the original Japanese dialogue and English subtitles. If anything, *Onimusha: The Demon Warrior* looks like it could well be the most atmospheric PlayStation2 title yet when it is released early in the new year.



PS2 TRAILED

Americans get ready to witness the PS2 launch

Here's a sneaky look at the forthcoming PlayStation2 TV trailer soon to be aired in America. It shows a man in a lift going up to floor 'PS2'. As he gets closer bigger games launch themselves at him. Here are the screens.



P2 DECEMBER 2000

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INTERVIEWS

Getting all the in-house gossip means talking directly to people from the industry. P2 investigates...

TALK TO THE HAND

Ready 2 Rumble's Orpheus Hanley tells P2 what it's like to be an Afro-topped killing machine...

"In Fall 1991 I moved to California; the Sierra Mountains, 46,000ft up in the town of Oakhurst, to work on an album. I got a job at Sierra-On-Line in the duplication department working the graveyard shift," says Midway's Orpheus Hanley before stating, "Two weeks later I was promoted to Sound Editor and Foley Engineer!"

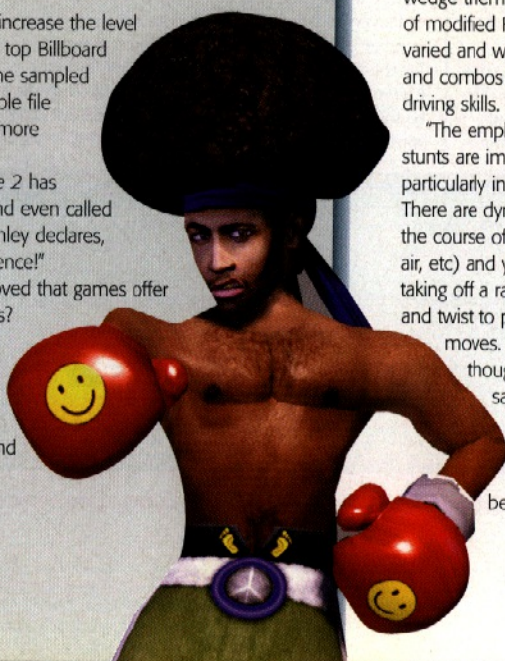
That's the fast-track world of games development that has seen Hanley's rise from a struggling musician to working on one of the most eagerly awaited PlayStation2 titles.

"A game with a hit soundtrack will increase the level of entertainment," says Hanley. "Most top Billboard 'Mega Hits' have repetitive loops; some sampled from other hits. There are game console file restrictions, but a good soundtrack is more interactive."

The soundtrack to *Ready 2 Rumble 2* has taken over 18 months to complete and even called on the talents of Michael Jackson. Hanley declares, "Michael Jackson was quite an experience!"

So the inclusion of Michael has proved that games offer the same scope for value as, say, films?

"Yes," says Hanley, "The videogame industry takes advantage of all forms of entertainment – who can determine the next game craze? A videogame is like an interactive film and even films use third party music in different scenes."



TALK ABOUT CUNNING STUNTS

Stunt GP promises to inject humour and imagination into the realism of the PlayStation2 lineup. P2 talks exclusively with Team 17's Martyn Brown about the game and Bond chases...

"I queued up for ages in the rain when I was five and asked my dad to go home when the boat-chase had been on," says *Stunt GP*'s Martyn Brown before adding, "as for car chases, probably the classic *Blues Brothers* chase scene. There's been lots of them." And they all look likely to make it into Team 17's future PlayStation2 hit racing game if Martin can help it.

The game offers players the chance to wedge themselves behind the miniature wheel of modified RC cars. The courses are vast and varied and will demand that players pull stunts and combos as well as impress with standard driving skills.

"The emphasis is on stunt-racing, but the stunts are important and integral to success, particularly in the main Championship mode. There are dynamic stunts that happen during the course of a race (wheelies, flips, hops, big air, etc) and you can initialise stunts when taking off a ramp. You can select to turn, flip and twist to pull of various combos and moves. The game will reward you less though if you keep performing the same stunt over and over again – you get more points for style by performing a variety of stunts"

The 16 cars on offer have been levied with similar amounts of

attention and thought. The cars have their own particular styles and attributes including engines, brakes, turbos, gears, boosts, batteries and horns that can all be altered through dynamic upgrades.

"Pete [the programmer] did a hell of a lot of research into the physics, which meant many hours with an inordinate amount of complex dynamics modelling and physics literature. It's impossible to suggest how many hours he spent quips Brown before adding, "besides grinning like a mad scientist at page after page of complex formula, Pete also had the hard task of driving very fast cars around, playing with real RCs and watching lots of car videos!"

Stunt GP is realistic then?

"Yeah, at the heart of the game is an engine capable of producing just about any kind of racing simulator, in terms of physics and car dynamics. People look at it and think 'arcade-style RC racers', but they don't understand exactly what's in *SGP*. It looks appealing, like a new Beetle, but there's a supercharged V12 under the bonnet!"

But it's still RC racing...

"When we went through initial designs in early '97, the CPU cars were going to be on slots and we were going to have a huge hand come down and replace cars. But then the pub closed and we went home..."





UNLEASH THE BEAST WITHIN



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Available 24th November



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Rage

ROUNDUP

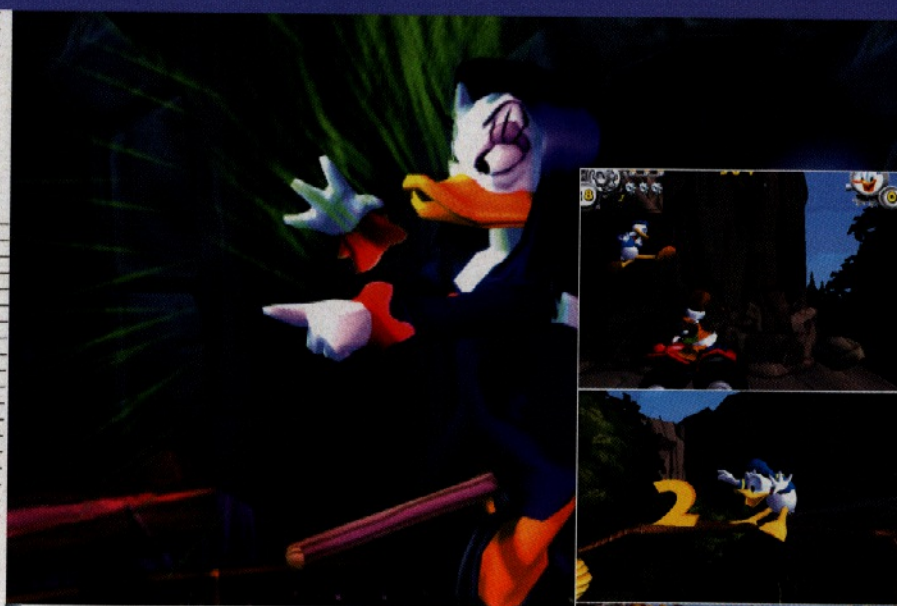
On 24 November you will have over 20 next gen games to choose from, and by Xmas that amount will have doubled! Developers are releasing games for the PS2 like they're going out of fashion. Check out the latest developments...



DROPSHIP

Publisher: Sony

Dropship is a war-based action game where the tactics are just as important as the killing. You play the pilot of a dropship whose job it is to win the good fight on several different planets. The mission-based gameplay is a futuristic hybrid of *Command & Conquer* and *Ace Combat* – you will have to manage troops and buildings, but a large part of the game involves flying into the fray yourself across the huge battlefields.



DONALD DUCK: QUACK ATTACK

Publisher: Ubi Soft

The duck with attitude turns on the PlayStation2. In this massively improved version of the PlayStation platform game you play the duck on a mission to save the love of your life, Daisy, from the clutches

of evil. The bad guy in this case is the magician Merlock who has kidnapped your feathered friend. Split between four 3D worlds and 24 levels this is a platform game in the vein of *Crash Bandicoot*.



DISNEY'S DINOSAUR

Publisher: Ubi Soft

Take control of Aladar the Iguanodon, Zini the Lemur and Flia the Pteranodon in the latest Disney epic, *Dinosaur*. Split between 14 missions you need to lead the dinosaur herd to safety following a meteor strike – a task that can be achieved in either one or two-player mode. The animation is of a quality you would expect from a Disney game and the events, characters and locations are all based on the blockbuster film. If you haven't seen the film don't worry though because the game contains loads of cut-scenes taken directly from the movie!

F1 RACING CHAMPIONSHIP

Publisher: Ubi Soft

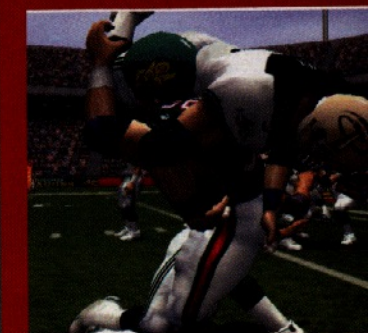
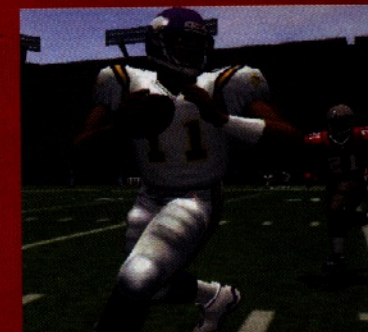
As the F1 season draws to an end the first of many Formula 1 racing titles speeds towards the PlayStation2. *Racing Championship* is actually one of the better looking F1 games – both in terms of gameplay and visually. Particle effects such as dust and sparks, real-time lighting, high quality textures, realistic weather and perfectly modelled cars show off the powerhouse that is PlayStation2. One of the most interesting features of this game is the Scenario mode, which places you in real events from the 1999 season.



MADDEN 2001

Publisher: EA

The definitive American football is made even more desirable on PlayStation2. All of the usual in-depth tactical gameplay has been improved on even further and the statistics are, as ever, up to date. The biggest improvements to the franchise come with the super crisp graphics and some bone-crushingly realistic physics. The player models look stunning and are now each perfectly recreated to their real life counterparts – when you hit someone in this game the players' height and weight will mean everything between who hits the dirt first.



THE WORLD IS NOT ENOUGH

Publisher: EA

You know the story. You know the man. Now play the game! With the Bond license firmly in its hands this is the first of many games featuring the suave sophisticated agent from EA. Full of action, special effects and gadgets all befitting the Bond name this game should be a delight to play. Using the *Quake III* engine this first-person shooter will also be multiplayer to the tune of four so you can take out any grudges on your mates.



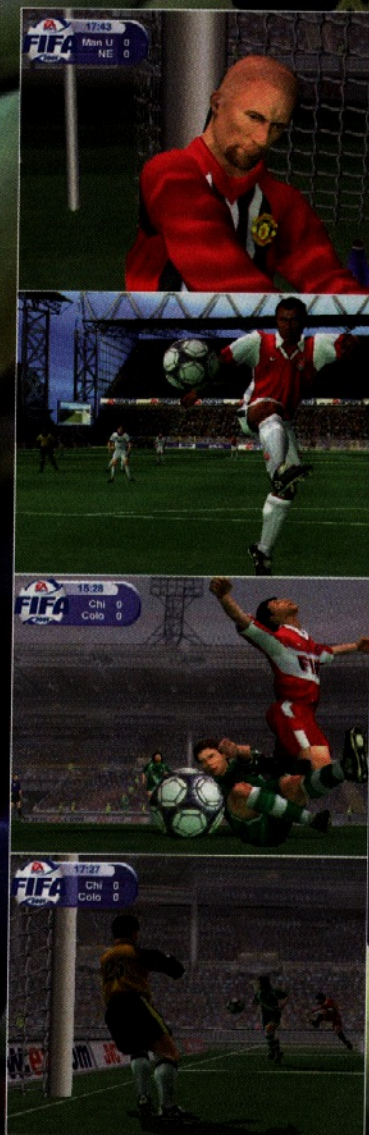
KESSEN

Publisher: EA

This battle strategy game was one of the first games announced for the PlayStation2 and is also one of the first games to make use of a DVD disc. When you see this game running there's no doubt as to why that is – the in battle cut-scenes are breathtaking. The main game is equally impressive, the camera may be high but you can see every detail on each soldier in each unit right down to the swords in their hands! It's just like playing a tabletop battle game.

REVIEW
NEXT MONTH

FIFA 2001

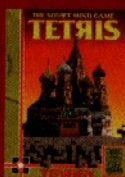


Stop Press

Abe bids farewell, Tetris makes a comeback and Gift comes freshly wrapped for PS2...



In a shocking announcement by Infogrames it has been revealed that the loveable character Abe will never again see the light of day on a Sony console. The up and coming Abe game *Munch's Oddysee* has been cancelled for the PlayStation2 – to become an exclusive X Box title! What's worse it looks like the next four planned Abe games are already heading along a similar track.



The classic Russian puzzler *Tetris* is making a return courtesy of developer THQ – who has recently acquired the rights to the game for the next four years. You'll have to get your brain in gear and be ready for its next generation PlayStation2 release mid next year.



French games company Cryo Interactive is currently working on a bizarre 3D action adventure game going by the name of *Gift*. Created by the man who brought you *Dune* on the PC, *Gift* is set in eight different worlds and you get to play an overweight slob with a big mouth whose job it is to save the world from evil!



fully analogue



PS2

GROOVY!

handheld steering wheel



fully analogue



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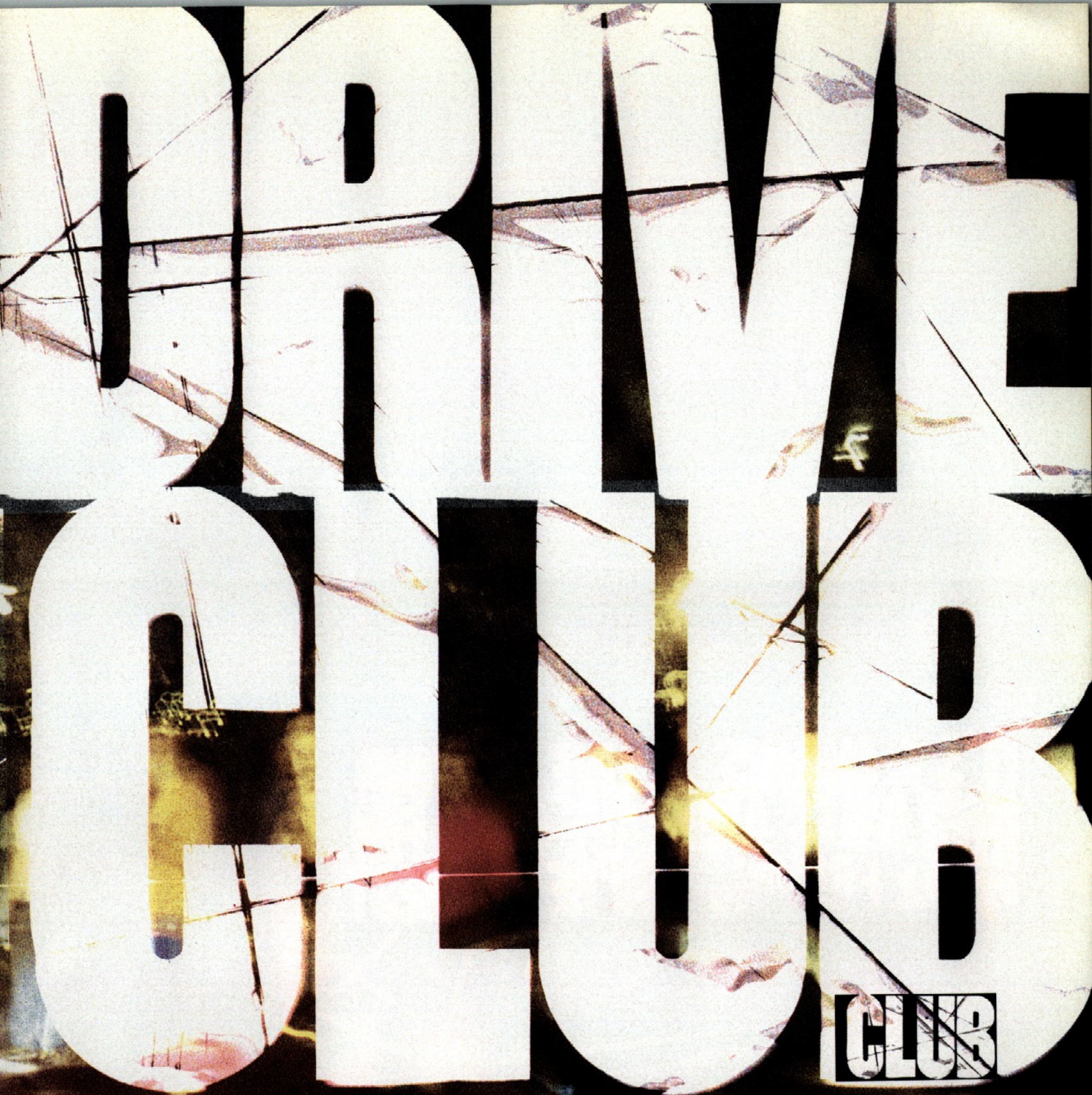
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PLAYSTATION AND DUAL SHOCK ARE REGISTERED TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC.



They race highly tuned cars around city streets and motorways at quite incredible speeds.

Occasionally, videos of them in action have been released: for example, a 200 miles per hour journey up the M1 by a Japanese gentleman a few years ago was thought to be a Mid Night Club stunt.



Love them or hate them, one thing's for sure – the world's boy racers are driving our dreams. Ian Dean talks to a nameless Long Island racer.

It's natural to want out. It's natural to rebel against the mundane, against the ordinariness of the everyday, but only a few manage to break free from the routines that bind us. *Midnight Club: Street Racing*, Rockstar's latest driving game, does to an extent let the rest of us live out our dreams of defying routine and tearing up the city streets in terrific style. Now we can all fight the law.

The original Mid Night Club, around which this latest PlayStation2 racing game is based, is an almost legendary Tokyo-based street racing organisation. The Japanese have been racing the streets for years and although other clubs do exist around the world – in Lisbon, Sydney and San Francisco – only the Tokyo club is recognised as official.

As Dan Houser from Rockstar explains, "They race highly tuned cars around city streets and motorways at quite incredible speeds. Occasionally, videos of them in action have been released: for example, a famous 200 miles per

2 hour journey up the M1 by a Japanese gentleman a few years ago was thought to be a Mid Night Club stunt."

Seeing their countrymen court the courts in such a thrilling way has inspired others, leading to rival organisations sprouting around Japan's highways. However, without the strict safety regulations of the official club, some horrific accidents have been recorded. This hasn't prevented the craze from swelling outside of Japan. Other cities and urban areas have their own street racing clubs. Rockstar's nameless consultant for *Midnight Club: Street Racing*, Mr X, races through Long Island and Washington DC. Membership is less strict than for the Japanese clan, with Internet invitations and mechanics at local tuning shops recommending drivers.

"We've been racing in Long Island since 1992 on a regular basis. There are about 20 of us who race," explains Mr X, "before that it was just people challenging each other to see who had the fastest car. Racing starts at around midnight, so the streets are fairly empty, and goes on until dawn, or when the police break up the meeting, whichever comes sooner. We tend to mainly do pure speed races – racing a mile along a straight, quiet road – as this is the purest test of speed and the least dangerous kind of race."

It seems the Mid Night Club racers, like Mr X, take safety very seriously. The speed and races are planned to not harm nearby onlookers. As Mr X explains, "We try not to drive dangerously at any time. The most important thing is safety. There are people all around and we're doing 180 so you've got to be careful. Racing is not dangerous as we are in complete control of our cars at all times."

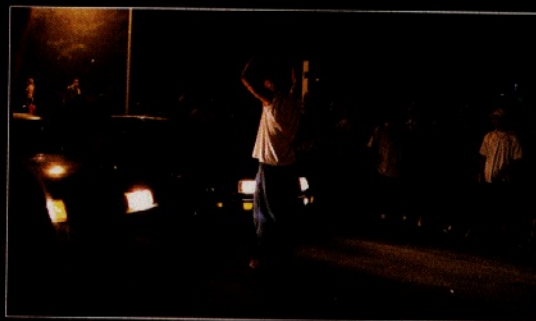
"So they claim..." interrupts Rockstar's Don Houser, "we saw cars skid around and people standing so close to cars driving at 150 plus miles an hour!"

"More illegal races across town and through the city streets do go on," stresses Mr X, "but the police will send you to jail instantly if you're caught racing across major urban areas."

With more than three thousand race lovers coming to see the action some nights, it's clear why Mr X and Co want to stress the safety of the races. The crowds gather by word of mouth and huddle right next to the racing line, crammed together across the pavements.

"The crowds are good," says Mr X, "but above all, we want a pure test of speed in which nobody gets hurt by stupid driving. Racing isn't really about people. It's just about speed and knowing your car is the fastest."

Yet, in such a competitive atmosphere, fuelled by the rumble of engines and the smell of scorched oil, anything can happen. The police tend to turn up at most events, which often leads to widespread anarchy and police chases.



MR. X

IT'S A CHANCE TO LIVE BY YOUR
OWN RULES AND HAVE SOME FUN
WHILE PROVING YOU'RE THE BEST.

Racing isn't really about people. It's just about speed and knowing your car is the fastest.

"I don't know," says Mr X, "we have a lot of people standing around watching out for the cops. Then the races begin. We tend to only race short distances, but the atmosphere is usually pretty competitive – it can get heated with people racing for pink slips."

Winning a pink slip means you win the opponent's car. In such a heated contest, when a driver's pride and joy – his painstaking love – is on the line, tempers can fray. Mild-mannered bank clerks by day can become roadway champions when the clock strikes midnight. The mundane can be forgotten and dreams can be realised. "There are all kinds of people into street racing, including accountants, mechanics and drug dealers. Just anyone who really likes cars. People there aren't interested in what someone does, just in the cars and the drivers," says Mr X.

Here is the glimpse, the sly insight into why people tear up the quiet midnight streets. Why mild-mannered accountants take to the dark, golden-hued highways and risk their lives for a dream. It's a dream to bring some excitement to an otherwise average life, a dream to break the rulebook with a push of a pedal.

That's where games come in. "Videogames are fun because they are not real life," suggests Mr X, "you can do things you can't do in real life. But I suppose what's fun about racing games is a sense of speed and that's what's fun about real street racing."

So Rockstar's latest PS2 game allows us all to get in on the act. Now we can usurp the rules, feeling the thrill of the cold night air blasting over the windscreen of a convertible we will never own. *Midnight Club: Street Racing* even stretches the reality, presenting players – some of whom, like Mr X, are real life street racers – with the chance to go beyond their own limits. "It's way more illegal than anything we do," stresses Mr X. "We can't race across Manhattan, as we'd get arrested in seconds. I've heard about people racing on the freeways in the UK, but nothing through the city streets, although I think it goes on in Japan." He continues, stressing the presence of the authorities at the Mid Night Club meets, "Because of the police we have to race in quiet areas, away from people. *Midnight Club: Street Racing* is like a movie. It's pretty realistic in that the cities have cars and passers-by and the cars handle well, and New York looks like New York, but we could never race like that."

The presence of the police features not just in the real life races, but also on the game's neon-lit stretches of New York's Broadway and Central Park. The police are a symbol, a constant reminder that a night's racing isn't detached from the world, but an integral part of it. A driver can't value the



freedom he feels in the midst of a high-speed dual unless he first understands the constraints that bind him.

"Police and the chance to outrun them..." muses Mr X. "We don't usually actually drive away from the police, because it turns the charges into resisting arrest, but I know I'm faster than them. That's what I really enjoyed when I played the game (*Midnight Club: Street Racing*)."

Even the real drivers can get a rush from the suspended realism found in a videogame. But for the Mid Night Clubbers there is only one way to stretch out of the tight binds of everyday life and that's the real thing, police and all.

"Adrenaline," declares Mr X, when asked to state why the real thing still gets the blood pumping. "It's pretty dangerous, I guess, but good fun, especially if you're into cars. And it's illegal, but it isn't like selling drugs or whatever. It's a chance to live by your own rules and have some fun, while proving you're the best"

Live by your own rules. Prove you're the best. Run free in a world compounded of pressures and problems, laws and legalities that bind us to the convention of a nine to five job. We can't all roar through the silent night air in a tuned Honda Civic, but we can get close with games like *Midnight Club: Street Racing*. □

A FAMOUS 200 MILES
PER HOUR JOURNEY UP
THE M1 BY A JAPANESE
GENTLEMAN A FEW
YEARS AGO WAS
THOUGHT TO BE A MID
NIGHT CLUB STUNT...

DAN HOUSER

We try not to drive dangerously at any time. The most important thing is safety. There are people all around and we're doing 100 so you've got to be careful. Racing is not dangerous as we are in complete control of our cars at all times.

プレイステーション2

P2

ON SALE 7 DECEMBER 2000



GRAN TURISMO 3

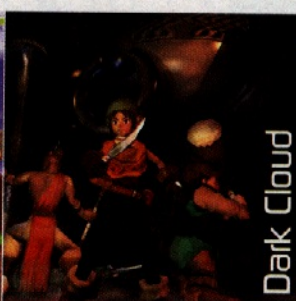
► Sony's biggest selling racing franchise is set to pull out of the development slipstream and onto the PlayStation2 this Christmas sweeping aside the competition in one speeding sideswipe. P2 will be at the front of the grid with the latest play of the greatest PlayStation2 game to date...



The Bouncer



Dead or Alive 2



Dark Cloud



Fantavision



FIFA 2001



Gladiator

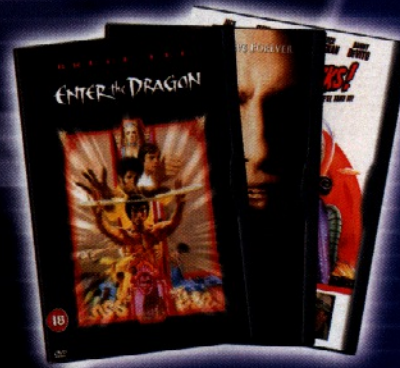
► Next month yields Sony's biggest releases yet. With the launch of the PlayStation2 out of the way, all focus can centre on the killer games lining up for Christmas and the New Year. We'll be bringing exclusive news on Square's smash *The Bouncer* as well as reviews of *Ready 2 Rumble 2*, *Dead or Alive 2*, *Fantavision*, *FIFA 2001* and the latest scoop on the best looking RPG since *Final Fantasy VIII* – *Dark Cloud*. There will also be the latest DVD releases including this summer's *Gladiator*, *Buffy* and *The Beach*.



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*RRP



WIPEOUT FUSION

> INFO

Publisher
Sony

Developer
Studio Liverpool

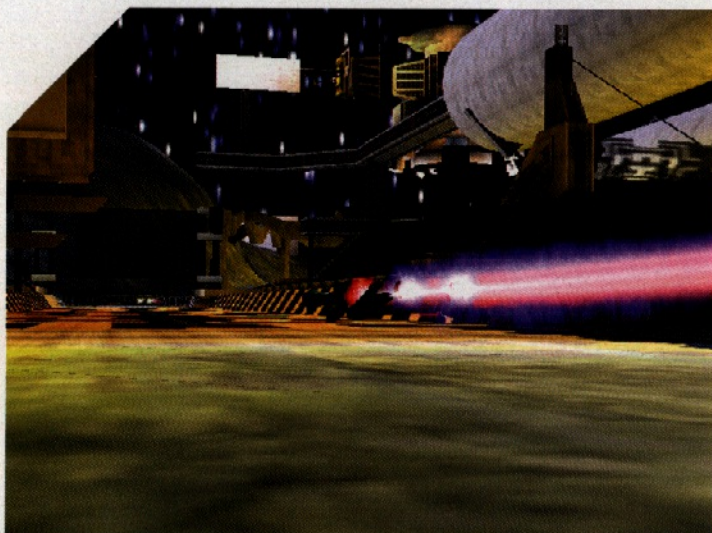
Release date
March 2001

Genre
Racing

Players
1-2

Simon Cann

THRUSTING BACK ON THE SCENE AND LOOKING BETTER THAN EVER...



[ABOVE] These conceptual pieces of artwork hint at the work that has gone into developing an entirely new universe for the game. This truly is a new beginning.



[ABOVE] *Wipeout Fusion* features a whole cornucopia of new ships. Suffice to say these new craft are a far cry from the vessels that featured in the original title. Sterling stuff indeed.

When it was released almost half a decade ago, the original *Wipeout* delivered a massively enjoyable, adrenalin-soaked piece of futuristic racing action. Indeed, the game's near perfect blend of ultra-fast racing, highly stylised design and chilled out tunes managed to achieve something no other title before it had been able to do. *Wipeout* suddenly made videogaming socially acceptable. Its unique look (courtesy of The Designers Republic) and a trance soundtrack featuring contributions from Leftfield and The Chemical Brothers ensured that the game struck a chord with the previously untapped 18-25 age group. The rest, as they say, is history... two bona fide sequels and a special edition followed, all of which met with huge critical acclaim. It is therefore just that one of the first European PS2 launch titles should be a next gen follow up to the game that initially sold the first PlayStation to the public back in 1995.

Wipeout Fusion is set in the year 2150, with the Federation having created a new league called F9000. As well as introducing highly manoeuvrable new ships and weaponry, the races now take place over 21 torturous brand new anti-gravity tracks. Fundamentally, *Wipeout Fusion* adheres closely to its PlayStation brethren. However, it would be naive to think that with the power

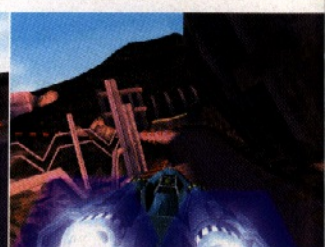
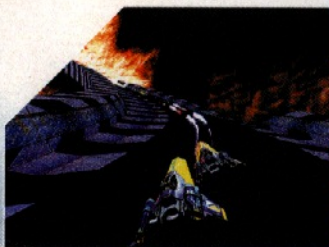
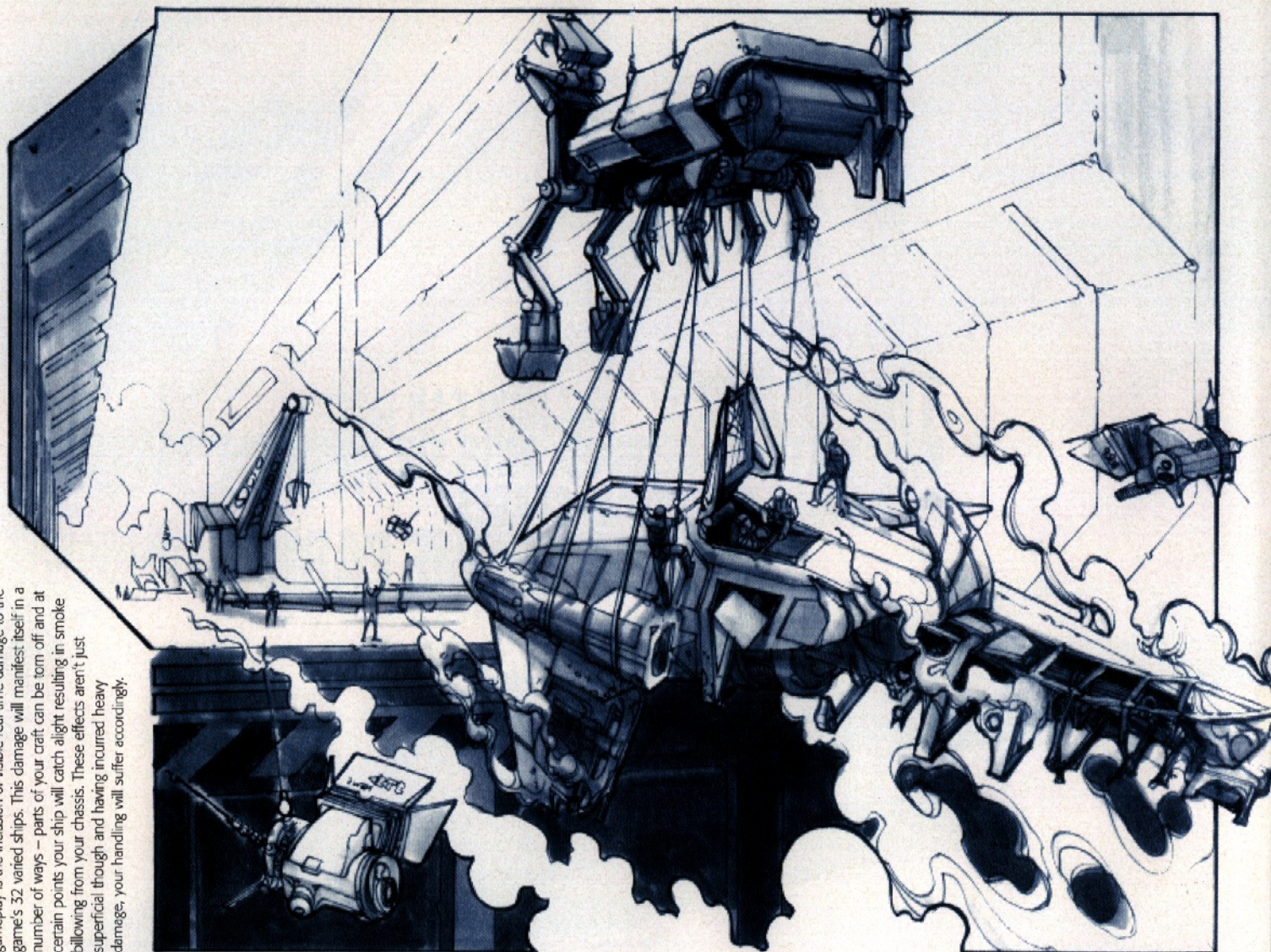




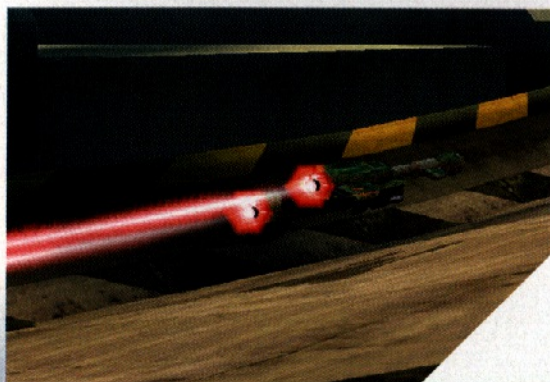
**THE TRACKS ARE NOW FAR MORE
IMAGINATIVELY DESIGNED, WITH THE INSANE TWISTS
AND TURNS OF CERTAIN STAGES
RESEMBLING THEME PARK ROLLER COASTERS**

WHAT'S THE DAMAGE?

Introducing yet another new element to *Wipeout Fusion*'s gameplay is the inclusion of visible real-time damage to the game's 32 varied ships. This damage will manifest itself in a number of ways – parts of your craft can be torn off and at certain points your ship will catch alight resulting in smoke billowing from your chassis. These effects aren't just superficial though and having incurred heavy damage, your handling will suffer accordingly.

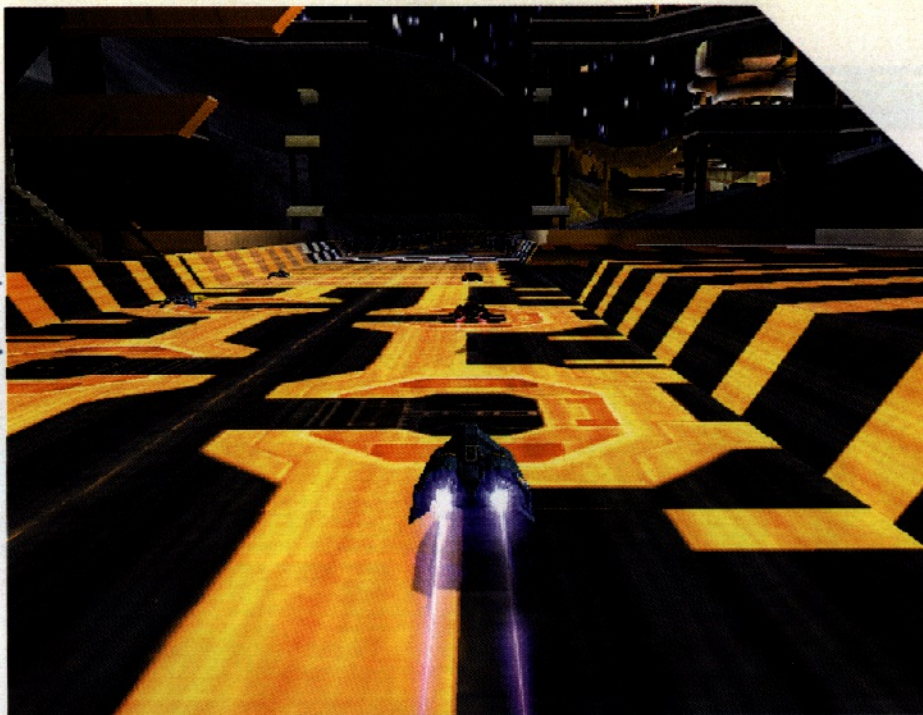


A GAME THAT, WHILST SPIRITUALLY TRUE TO ITS PREDECESSORS, MANAGES TO INTRODUCE A



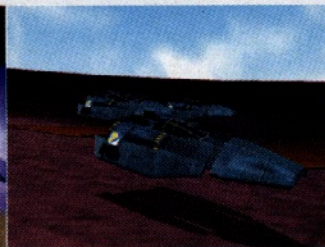
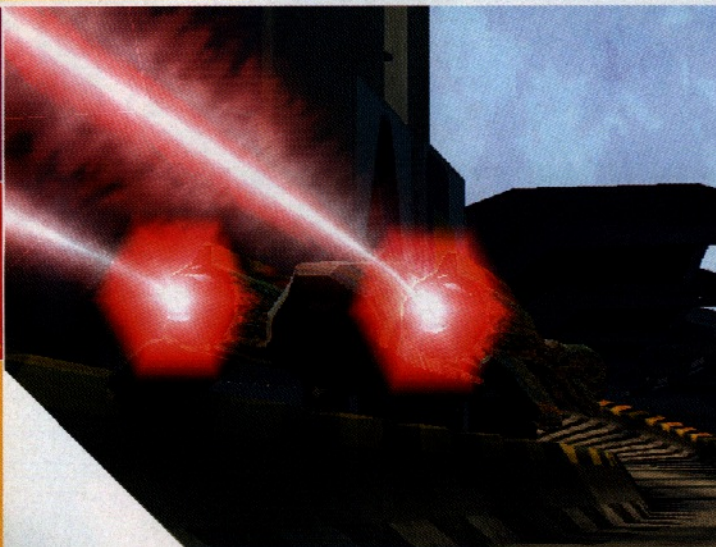
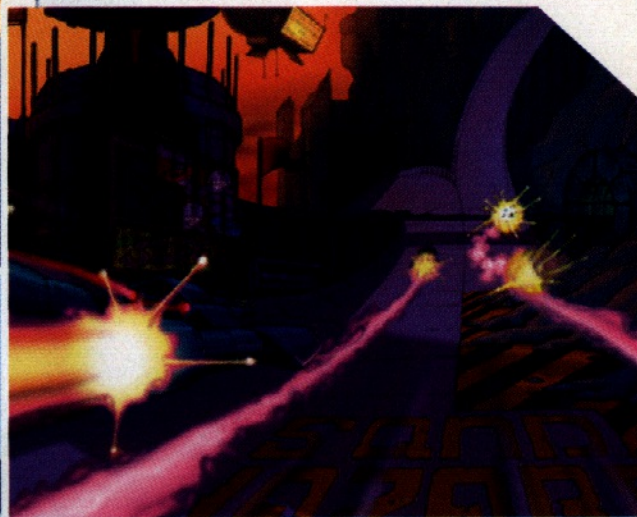
► afforded them by PS2, the developers at Studio Liverpool wouldn't have taken the opportunity to lead the series down new avenues. Fortunately, they've seemingly worked miracles with the new console and the result looks to be a game that, whilst spiritually true to its predecessors, manages to introduce a plethora of exciting new features in to the mix. The most obvious enhancement being the game's visuals.

Whilst the previous titles were hardly ugly, this PS2 instalment drags the *Wipeout* universe kicking and screaming into the new millennium. Firstly, the number of polygons that make up each of the game's 21 tracks has risen to an astonishing 150,000. What this means in layman's terms is that each of the environments you race around now features an almost photo realistic level of detail. Thus, the richly atmospheric, neon-lit industrial courses you race on now span impressively far into the horizon and crucially feature none of the pop-up that was evident in the earlier titles. In addition to this the tracks are now far more imaginatively designed, with the insane twist and turns of certain stages resembling theme park roller coasters.



A DESIGN FOR LIFE

For this latest *Wipeout* outing, Studio Liverpool have broken links with The Designers Republic and commissioned the game's art to another design house named Good Technology. The results, as the sketches and art on this page testify, look nothing short of breath-taking.

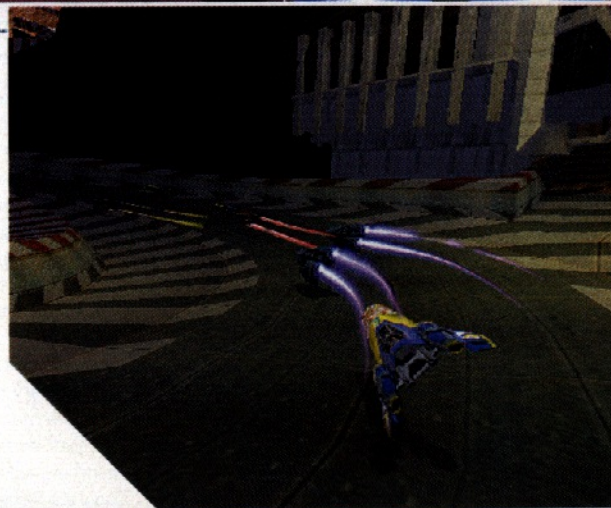


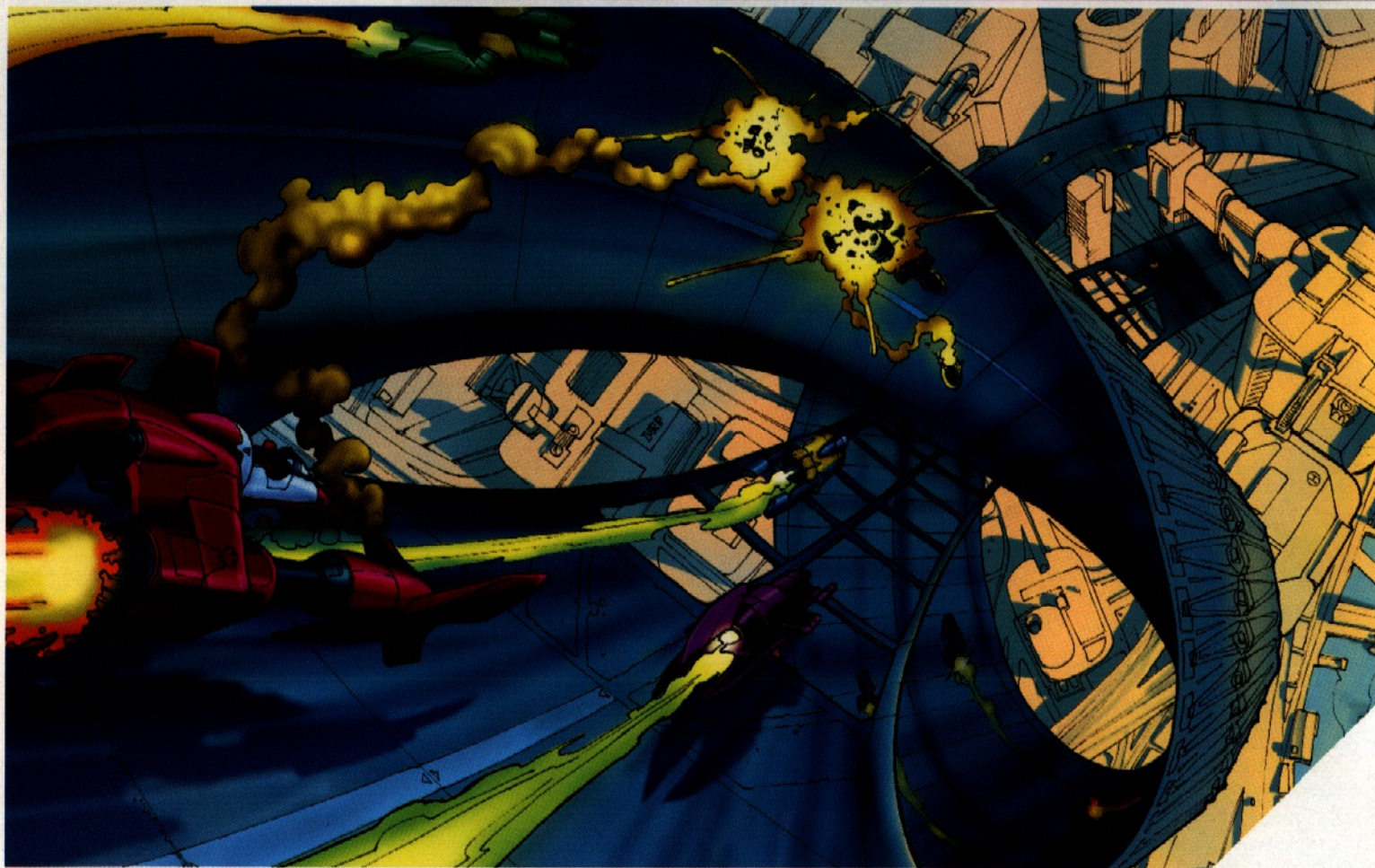
PLETHORA OF EXCITING NEW FEATURES INTO THE MIX...

These new lay outs take a pivotal role in the way the game must be played. For example gravity flip pads can be used to instantly flip your ship through 180 degrees and race upside-down on a piece of track directly overhead. The courses are also much wider this time round. Not only does this lend the proceedings more of an open feel, it also allows groups of ships to simultaneously jostle amongst each other for the lead position.

This brings us on to another, less immediate but equally important, enhancement to the new game's play mechanics. Your opponents will no longer follow pre-set routes like drones, instead they'll fiercely compete for first place, and should you launch an attack on them, they'll hold a grudge against you and seek personal retribution later in the race.

This retribution will no doubt centre on the use of the game's new weaponry systems. Your ship's arsenal will be determined by the team you're racing for. Naturally, the usual assortment of rockets, mines, homing missiles, shields and





WIPEOUT FUSION LOOKS SET TO BE THE DEFINING MOMENT IN THE SERIES' ILLUSTRIOUS HISTORY



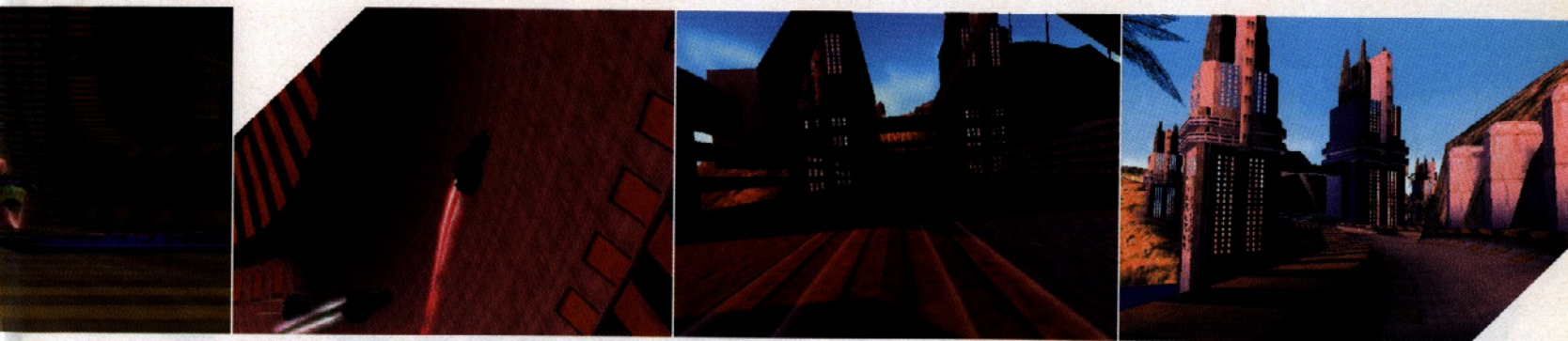
■ speed boosts are available. However, by meeting certain challenges your team will reward you with a unique special weapon that can be employed to wreak havoc on your rivals. More interesting still is the fact that the game's two-player mode will feature specific multiplayer-only devices, proof (as if it were needed) that the developers are taking the multiplayer aspect very seriously. Sadly, however, time restrictions have prevented the team from incorporating an online multiplayer mode.

One area of the game that currently remains shrouded in mystery is the lineup of artists planned to feature on the game's soundtrack. Both Sony and the developers are playing their cards very close to their chests, but if the previous games are anything to go by we can be sure that some of the most highly regarded dance acts in the country will be making contributions.

Thus, having looked closely at the game and chatted with the team at Studio Liverpool we can confirm that *Wipeout Fusion* looks set to be the defining moment in the series' illustrious history. It will also no doubt silence critics who were claiming the franchise had lost its direction.

Could we be looking at the PS2's first killer app? Only time will tell. □





A FUSION OF MINDS...

INTERVIEW WITH STUDIO LIVERPOOL

WE PICK THE BRAINS OF WIPEOUT'S CREATORS

Q: For all its bells and whistles this new game is essentially a re-working of a five-year-old concept. Without swearing, how would you reply to this charge?

A: "****@cks". The *Wipeout* franchise ran its course on Playstation 1, hence the reason we brought out *Special Edition*, which was really a collector's box-set at a cheap price. *Wipeout Fusion* is the first *Wipeout* on PS2 and not *Wipeout 4*. Yes, it is based on the original concept but surely the same can be said about most games out there – *FIFA* based on football, *F1* based on real racing, etc. The game has changed dramatically and although you will recognise it as a *Wipeout* game once you get into it, the differences will be very obvious.

Q: Are there any elements you'd like to have seen included that haven't made it in? A four-player mode for example?

A: The ultimate will be real-time online play. It would have been great to incorporate that into the game but with the state of the online market at the moment that wasn't realistic. With the onset of broadband in the coming years this will be a possibility, however. Regarding a four-player mode – it is relatively easy to achieve but the problem is the drop in the level of detail. *Wipeout* is all about the detail and if we were to go to four-player it would ruin the game – plus unless you have a massive TV, multi-tap, four pads and good eyesight you really are not going to get a great gameplay experience.

Q: Is there any substance to the rumour that Dr Hook has been involved with the game's soundtrack?

A: In fact both Dr Hook and Celine Dion are doing a duet!!!!

Q: What feature are you most proud of in the new title?

A: To be honest the feature we are most proud of is the DVD capabilities. This will be one of the first titles to really exploit the potential of the DVD and will include many bonus features like music videos of the artists in the game, making of the game videos, art galleries and interviews to make up a real next generation title.

Q: Finally, is the team currently working on any other new titles for PS2, and if so what genres will they fall into?

A: Other titles! We have to get this one finished first!!!! Once this is out of the way we will be assessing what to do next and decide then. There are a number of concepts we are looking at.



GRAN TURISMO 3

> INFO

Publisher
Sony
 Developer
Polyphony Digital Inc.
 Release date
TBA
 Genre
Racing
 Players
1-2

Mike Richardson

THE GAME MAY NOT BE OUT, BUT THE RACE HAS ALREADY BEEN WON



[ABOVE] Either this little sports car has got some personalised pneumatic suspension or that's a heavy landing!

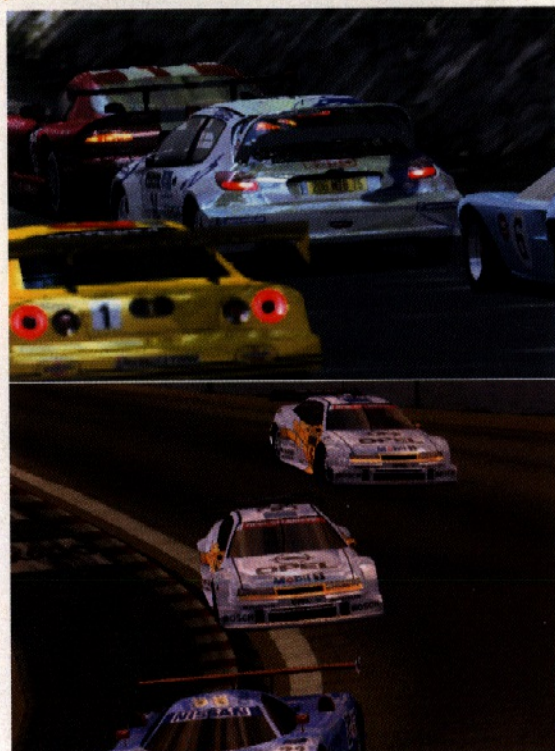
This game was announced before *Gran Turismo 2* had even been completed and since then every single racing fanatic has been drooling at the lip and twiddling their thumbs waiting to get their hands on this game. The *Gran Turismo* series is the equivalent of a fully tuned Dodge Viper sat next to the clapped out Lada that is every other racing title and this latest instalment is going to put the previous games to shame! Car fanatic and creator of the *Gran Turismo* franchise Kasunori Yamauchi gives us the lowdown on *Gran Turismo 3*.

The biggest array of additions in *Gran Turismo 3* comes part and parcel with the new graphical effects – which surprisingly don't take full advantage of the PlayStation2. "The current rendering engine can push more than 20 million polygons per second, but right now, we're not fully using it to its full capabilities. But by doing it this way it looks and feels more like a TV show or movie than a traditional game." One thing's for sure there's nothing traditional about the way this game looks.

The sun in particular has been taken to a level never before seen in videogames. It's impossible to describe just how amazing this game looks when you're driving along the track with the sun bursting through the trees and past the buildings. Any more realism and the game would need a UV warning stamped on the box! When the sun is out the game feels like it's on fire as heat waves streak upward from the ground and off the scorched bonnets of the cars.

The improvements for *Gran Turismo 3* aren't of course all cosmetic. Kasunori is particularly proud of the computer AI and boasts that, "Playing against the AI will be more like playing against your friends." You see, if you start ramming the opposition in this game they won't just carry on and ignore it – they'll bare a grudge! These are no longer lifeless shells, the computer-controlled cars come with a personality!

"What I am working on is focusing on allowing players to express themselves and how they drive. In *GT1* and *GT2* the cars recognised the layout of the course and at least up until *GT3* they drove like AI cars. In *GT3* the cars will drive like real human





**HEAT WAVES
UPWARD FROM THE GROUND AND
OFF THE SCORCHED BONNETS
OF THE CARS**

[BELOW] Well, what did you expect to happen if you took a super-charged TVR over the crest of a hill at 130mph!

[BELOW] *Ronin* eat your heart out! The action replays in this game are, as ever in *GT*, absolutely breath-taking.



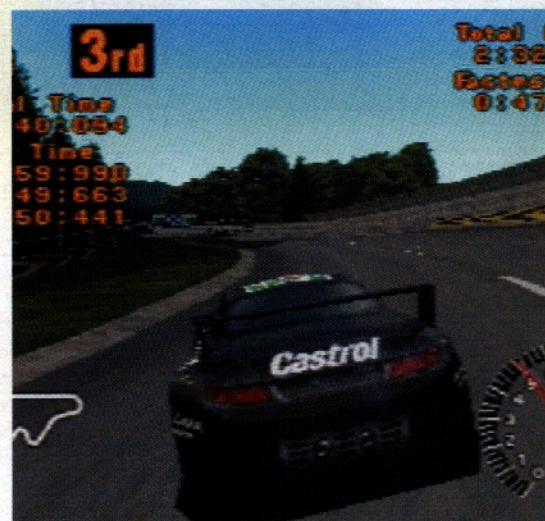
beings, they will drive as well as real human beings and the emotional factor of the drivers will show through."

To add the ultimate touch of realism each of the cars have also been remade from scratch. As Kasunori points out this is something which has taken its toll on the development team, "In *GT1* developers could create a car in one day but in *GT3* it takes two weeks to design one car." This may sound a little extortionate but the polygon count for each car has increased from 300 to 5000 for this latest instalment! This is one of the reasons there are only 150 cars in this game. Quite a drop from the 500 or so in *Gran Turismo 2*, but don't worry all the manufacturers are still in there – you just get the cream of the crop from each company.

A lot of time has also been spent improving the handling of the cars in this next generation version. "In *GT2* there was a time lag of 1/30th of a second between the time that you input something on the controller and when something happened in the game. **2**

SUCCESS STORY

Since the release of the first *Gran Turismo* game in 1997 the *GT* franchise has sold over 15 million copies throughout the world, not to mention winning numerous prestigious gaming awards.



[ABOVE] There have been quite a few improvements since the first game as you can see here!



**"PLAYING AGAINST THE AI
WILL BE MORE LIKE PLAYING
AGAINST YOUR FRIENDS IN
GT3"**

MAY THE FORCE BE WITH YOU

At ECTS this year Kazunori demonstrated *Gran Turismo 3* to a select crowd of eager onlookers using a new steering wheel peripheral. Created by Logitech the GT Force wheel is the official *Gran Turismo* control device and will be released shortly after the game in Japan. Most steering wheels don't usually cut the mustard but Kazunori was sliding around the corners with ease and claims that the steering wheel helped him get one step closer to the ideal game. It hasn't yet been confirmed whether or not the GT Force will be released in the UK.



EVERY SINGLE CAR NOT ONLY HANDLES LIKE A DREAM BUT ALSO LOOKS LIKE ONE...



Now that time has been halved so players will be experiencing twice as much feedback to what they're used to."

Needless to say every single car not only handles like a dream but also looks like one with all those polygons and impossibly high layers of wax polish all running at a sweet 60 frames per second! Unfortunately, like previous *Gran Turismo* games, you still cannot put a scratch or dent on the cars. A problem Kazunori explains that comes from the official license: "The US manufacturers don't care if their car gets damaged, but the Japanese and European manufacturers prefer not to see their cars wrecked." Thankfully, riding the barriers and careless driving is still punished thanks to an improved damage system that affects handling – you just don't get to see the visual impact. More than ever before the required level of skill, practice and dedication needed in this game is more akin to the real world of car racing. It's a good job you don't have to pay for petrol in this game because you'll want to race these cars for years on end!



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COMMANDOS 2

> INFO

Publisher
Eidos

Developer
Pyro Studios

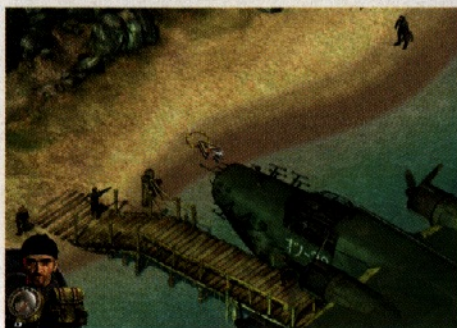
Release date
March 2001

Genre
Strategy

Players
1-2

Ian Dean

THE HIT PC STRATEGY GAME SNEAKS UP ON THE PLAYSTATION2.



Few games have ever fired the imagination as much as the PC strategy sim *Commandos*. Now, two years since the original had players ducking for cover, Eidos are preparing a sequel. This time console gamers will get the chance to visit the WWII charms that have earned the series a die-hard following of admirers. P2 asks *Commandos 2* producer, Gonzo Suarez, about the transition to PlayStation2.

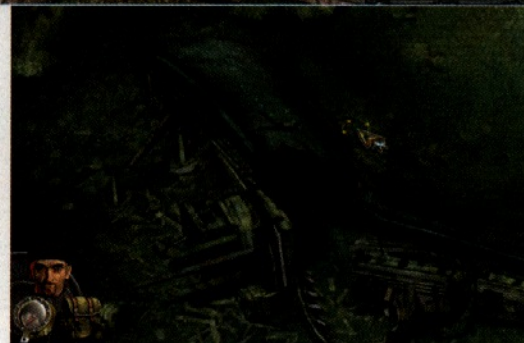
"We haven't found any important problems, but the concept of using a gamepad limits the access to complete interfaces or, at least, makes them uncomfortable, and quite often slows down gameplay. In this case, our most important challenge has been to adapt the interface to benefit from the maximum potential of the console and its pad."

So it seems that the fact that *Commandos 2* comes from a PC background won't affect the playability of the game, with squad controls, character selection and movement all being controlled from the array of buttons found on the Dual Shock2. But what of the technical constraints?

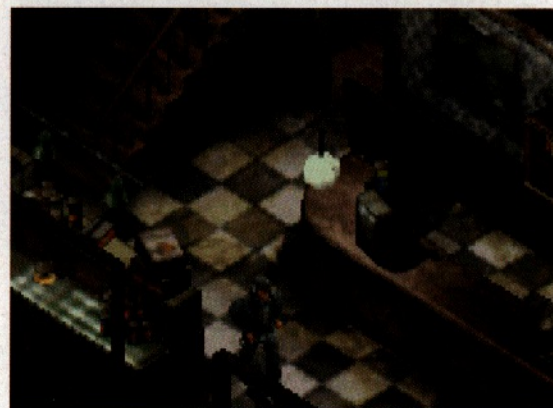
"The memory limit is a current problem that all developers share. On the PlayStation 2 we have the same amount of RAM as the minimum on the PC version. Our goal is to do the same with less memory, and that makes us work hard to have a product as good as the PC version. It won't be slower."

In fact, the games run as smoothly as the PC version, with only the limited size of the PS2's eight Meg memory card causing some major headaches. *Commandos 2* plays very similarly to the original, although the years between the games have taught the team to create more elaborate enemy intelligence.

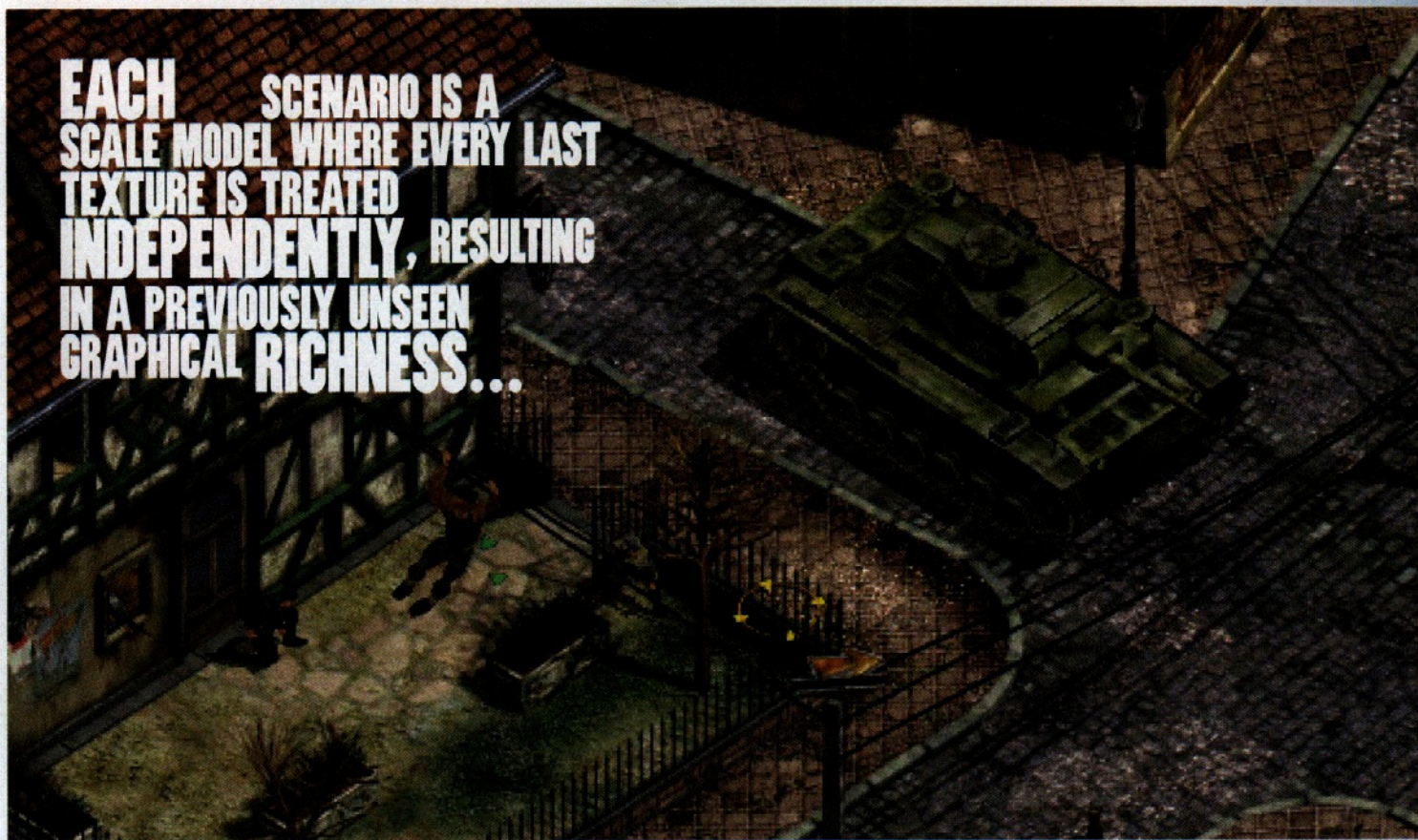
"Regarding AI," states Gonzo, "the enemies our commandos will have to face will be more varied than in *Commandos*, with several types of German and Japanese troops, different behaviours, a whole line-up of weapons and vehicles and, in some missions, we'll find natural enemies like the sharks that populate the Pacific waters. All these enemies will react to the soldiers and even themselves." Gonzo concludes, "Their interaction with the environment is now greater. They hear, see and even smell. They will defend in different ways from commando attacks, and they will also evaluate the attacker and counterattack accordingly."



[ABOVE] *Commandos 2* features a detailed swimming ability. The frogmen can navigate areas of the map the commandos cannot reach, swimming the rivers to escape enemy fire.



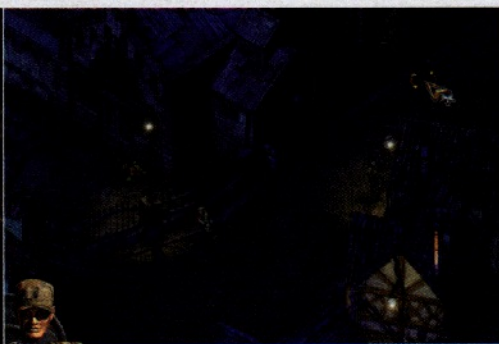
EACH SCENARIO IS A SCALE MODEL WHERE EVERY LAST TEXTURE IS TREATED INDEPENDENTLY, RESULTING IN A PREVIOUSLY UNSEEN GRAPHICAL RICHNESS...



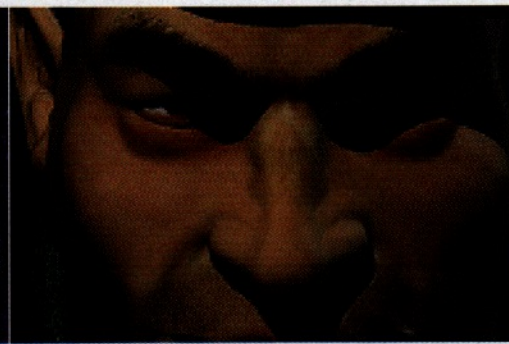
THE ENEMIES OUR COMMANDOS WILL HAVE TO FACE WILL BE MORE VARIED THAN IN COMMANDOS...



[ABOVE] The vehicles are extremely varied and ambitious. This seaplane is fully interactive. All the radios and guns can be utilised, but it will mean co-ordinating your troops.



[ABOVE] Colditz is one of the largest and most detailed levels. It also features a night and day setting. Germans will spot you with searchlights and hunt you with torches.



PIXEL PERFECT

The character models that appear in *Commandos 2* are as detailed as the game's buildings and vehicles. The uniforms have been modelled perfectly to scale and all the badges and medals have been painstakingly researched. These models also show the new Japanese characters. *Commandos 2*'s latest Axis characters will think and act differently to their European counterparts.



It's here that it becomes apparent that *Commandos 2* is, like the original and despite the impressive technical advances, a simple experience based on thoughtful game design.

"Whoever enjoyed playing *Commandos* will find this new instalment fascinating. From the first moment in which you can see the outdoor scenarios, taking in the detail, to the indoor scenes with their camera movements, the fluidity of movement of the characters and their skills, one knows that it's going to be fun."

When watching the game move it soon becomes clear that Pyro Studios have spent long painstaking hours trying to get the detail just right. In fact, the team have had access to original war documents and even vehicle designs from Mercedes. Everything on the *Commandos 2* map is a scale model of the real thing. Each scenario is a scale model, where every last texture is treated independently, resulting in an unseen graphical richness. A scenario such as Colditz can take, with the work of three people, more than four months to complete."

Such reliance on real documents, texts and designs means that the game's castles, villages and vehicles respond and interact in a realistic manner, as Gonzo explains: "The vehicles are completely interactive. Driving or using their weapons won't be the task of





WE'VE TRIED TO CREATE A GOOD SENSE OF MANOEUVRABILITY...

just one character; in a tank, for instance, we can see the inside and it's necessary to have a man to drive it and another one to shoot." He continues, "Whilst it's not a racing game, it was evident that the vehicles' physics should be on a par with the rest of the game and we have tried to create a good sense of manoeuvrability."

That sense of detail has filtered through to the game's characters. Along with the standard snipers and explosive experts, there are a number of new characters with special skills. "The bull terrier, Whisky, will be of great help to all the commandos. He will help to exchange small size objects between characters, he will pass through places inaccessible to any commando, he will call the attention of the enemies and he will even defend our men from potentially dangerous animals. Although others have joined them, our original six commandos are still in the game. What we have done is given them more skills, which enhances the personality of each character."

The connection to the original goes further than bolstering the old character line-up. As before, there will be around twelve missions, but with the added depth of gameplay brought by new characters, building interiors and usable vehicles, these levels will play for many hours. There will even be a number of goals per mission.

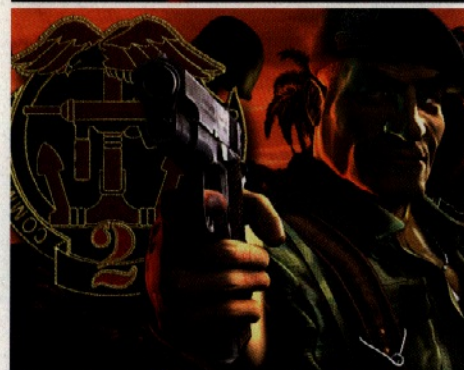
Gonzo explains, "This time around missions will be centred on the last part of WWII, with scenarios from the Pacific, Asia and different places like the Arctic. Also, indoors scenarios present the possibility to employ new abilities. They won't be just buildings, but also vehicles, underwater sections, networks of tunnels, planes and rivers. The missions will consist of infiltration, rescue, sabotage, escape, distraction, kidnapping of high command officers, recovery of objects and stealing of plans or prototypes."

The most impressive of these new missions is the Colditz scenario. Based in the castle prison and the outlying village, the mission will be to escape alive.

"This will be, without any doubt, one of the most demanding," stresses Gonzo. "In fact, it's one of the most difficult to design and possibly where we have most work left. It's a perfect scenario so that each of our characters can develop his skills to the fullest. Also, the castle has a great number and variety of places. There are not only cells, but also a pit around the castle, the woods, two manufacturing facilities, and in the little village there's even a great church." Above all, the Colditz scenario fits in with the game's attention to detail and atmosphere. The history of the castle, a prison where high-ranking officers were duty bound to escape, shines through in the game – even the famous attempted escape on a handmade glider has been included.

Despite starting life on a PC, with such an exhaustive focus on detail and playability it's clear that *Commandos 2* will wake up many console gamers on release next March. Gonzo agrees: "The platform will never be placed above playability or the quality of the game. Although traditionally on consoles action games have been the common line, console players are starting to ask for strategy and tactics titles." As he stresses, "Consoles are more powerful day to day, and the PS2 player will find what he was lacking: a great tactics game."

[BELOW] All the characters have set skills and uses. This is the new sexy guerrilla fighter who will use all of her charms to get the better of the Germans.



[ABOVE] The tanks may seem daunting, but you have the explosive experts in your squad to deal with them. It's a matter of discovering the correct way to use them...



LEGACY OF KAIN: SOUL REAVER II

> INFO

Publisher
Eidos

Developer
Crystal Dynamics

Release date
Early 2001

Genre
Adventure

Players
1

ONCE AGAIN THE DEAD RISE IN CRYSTAL DYNAMICS' GOTHIC EPIC.



[ABOVE] With detailed scenery and a vast draw distance, the levels are far more elaborate than anything found in the first adventure.



When Crystal Dynamics ditched the colourful Gex in favour of a darker, gothic game, few thought it would work. Yet that first game, *Legacy of Kain: Soul Reaver*, was an astounding success. Even as the finishing touches were being dealt out to the original, thoughts of a sequel were welling at Crystal Dynamics. Indeed, many of the later, more complex levels were to be saved for the planned PlayStation sequel. A move to the more powerful PlayStation2 heralds a new ambition at Crystal Dynamics.

Raziel can now not only drift between the Spectral and Material realms, but also morph through time in pursuit of Kain, a search that will carry him into Nosgoth's past. Raziel will once again need to feed to access the temporal realms and a host of new moves and abilities will make this more important than ever. Part of the adventure demands that Raziel must hunt down and destroy tribes of warring vampires, utilising an arsenal of new deadly hand-to-hand, projectile and weapon-based moves. There will also be new spells to learn to unlock secret areas of the Nosgoth universe. Subtle in-game cinematic events, voice-overs and effects will drive the story, and with a new data-streaming system taking advantage of the PlayStation2's powerful abilities, there will be no loading times – *Soul Reaver II* will be a continuous, real experience.

Given the success of the original and the power of the PlayStation2, few will think it impossible for *Soul Reaver II* to shock the senses next year.

INNER CITY DECAY?

The cities and their elegantly crumbling ruins are once again a major draw in the *Soul Reaver* experience. The unique graphical abilities of the PlayStation2 have meant that these towering temples and churches are given an unprecedented level of detail. In fact, the new buildings that span the history of Nosgoth are unique in that they are not all created from drab gothic halls and dark catacombs. Instead there is a lighter colouring to the buildings and many of the levels feature large outdoor environments.



Ian Dean

PROJECT EDEN

> INFO

Publisher
Eidos

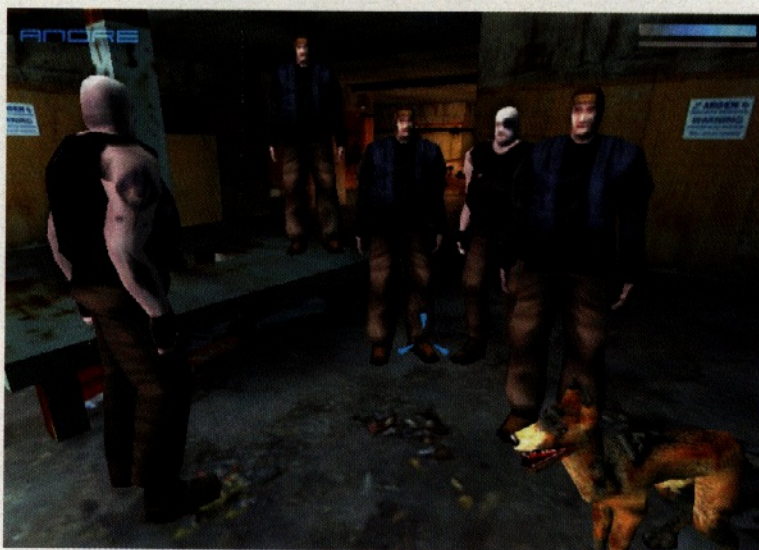
Developer
Core Design

Release date
Spring 2001

Genre
Adventure

Players
1-4

THE THINKING MAN'S FIRST-PERSON SHOOTER IS ALMOST UPON US...



[ABOVE] Whilst this gang of factory workers may look unassuming, there's every possibility that they could transform into a group of unholy mutants at any time.

This forthcoming adventure from Core Design is set within a depressingly plausible vision of a futuristic planet Earth, where over-population has led to the increased growth of towering high-rise cities. These multi-tiered monstrosities segregate the rich from the poor, thus, the wealthy populate the higher levels and enjoy natural sunlight and clean air, whilst those on the lower levels live in darkened, rat-infested squalor, where psychotic criminals and street gangs run amok.

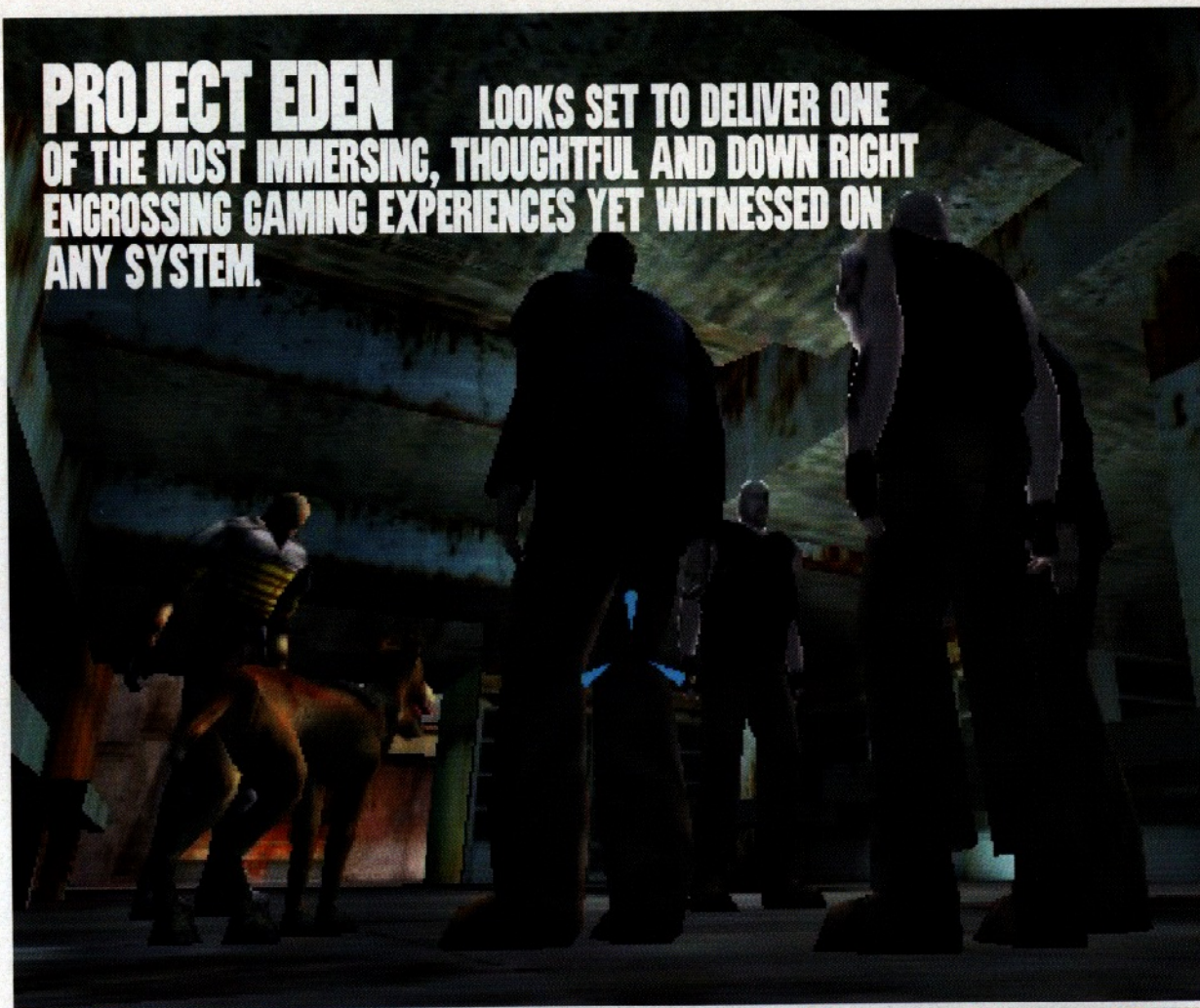
Structurally gameplay offers a sublime blend of strategy, puzzling and straight out blasting action. The mission (which can be played from either a third or first-person perspective) commences with four highly trained members of the Urban Protection Agency (UPA to its friends) being called in to investigate machinery problems at a 'Real Meat factory'. Without spoiling the story, this initial task serves as a simple appetiser for what is to come; almost inevitably the team is drawn into the lawless bowels of the city and a conspiracy, which in time honoured tradition, goes 'all the way to the top'.

The game is set over 11 objective-based missions, each of which will require a considered blend of cunning and extreme violence if success is to be yours. The four team members all display distinctive characteristics some have strong fire-power, whilst others excel at hacking into computer systems. To complete each of the levels



Simon Cann

PROJECT EDEN LOOKS SET TO DELIVER ONE OF THE MOST IMMERSING, THOUGHTFUL AND DOWN RIGHT ENGROSSING GAMING EXPERIENCES YET WITNESSED ON ANY SYSTEM.



TEAM PLAYERS

The four characters you control in *Project Eden* all possess unique special skills, abilities and weaponry. Here's the low-down on the gang



CARTER

The squad leader. He is the only one that can access certain high security systems and is the one who communicates with control.



MINOKO

The computer expert. She can download useful information and gain access to remote devices such as cameras and security systems.



ANDRE

The engineer. He can repair devices that are broken and can locate weak spots to destroy walls and machinery.



AMBER

The robot. She has the greatest fire-power and can withstand extreme conditions in combat such as high temperatures and lack of oxygen.



[ABOVE] As this screen will testify *Project Eden's* visuals are nothing short of breathtaking. This is truly next gen material.



[ABOVE] The level of detail lavished on each of the game's locations is incredibly high and generates a real feeling of immersion.



[ABOVE] Sublime lighting effects are quickly becoming a PS2 trademark. *Project Eden* provides a fine example of this fact.

(all of which seamlessly fuse together puzzle and action elements) players must frequently swap between characters. An enemy-infested area can be secured by a character with good firepower allowing the team's hacker to enter the fray and open a computer-locked security door (brains and brawn you see). The opportunity to employ additional weapons and devices will also open up new gaming avenues. For example 'Rover' – a Big Trak-like remote control vehicle – can be utilised to explore areas that would otherwise be inaccessible. *Aliens*-style sentry guns can also be employed.

The innovative gameplay is backed up by some truly next-gen visuals. Richly detailed environments convey a genuine feeling of urban alienation and decay; the feeling of immersion is heightened by some masterful lighting techniques (rapidly becoming a trademark of PS2 games). However, the real stars of the show are the grotesque enemies you encounter. Initially, you have to contend with common or garden street criminals; but even these low-lives are given some incredible facial effects: skin stretches realistically, **2**

INTERVIEW WITH ADRIAN SMITH

GETTING TO THE CORE

We tracked down the Core Design team in their Derby HQ and asked them to throw some light on the *Project Eden* universe.

Tell us about the enemies – they're kind of generic genetic mutants right? Is this some sort of Green liberal message?

The creatures you encounter are actually all normal people and animals that morph into monsters (in real-time, in the game). Exactly why they are mutating is the whole point of the plot, however there's no underlying political message!

In terms of gameplay are you going all out for action, or for a more 'think your way round the missions' approach?

The game has puzzles and action – it's not just a FPS where you just run around killing enemies till you reach the end of the level, you have to figure out a lot of things using the team's abilities and gadgets.

Any scope to turn *Eden* into a franchise?

Any thoughts of sequels even at this early stage?

I'm sure if the game is successful there will be a sequel. Journalists may bemoan sequels, but the games-playing public buy them because they want to re-experience the fun they had with the original. Also, from a development point of view you often have to leave out things in the original due to time constraints that you can put in if you get a second chance.



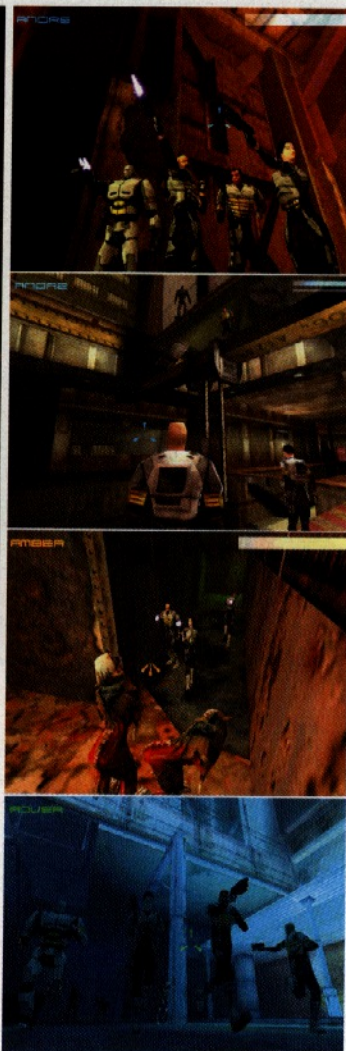
THE INNOVATIVE GAMEPLAY IS BACKED UP BY SOME TRULY NEXT GEN VISUALS



[ABOVE] The game's look and plot take their cue from both classic and contemporary sources. Obvious influences include Paul Verhoeven's *RoboCop*, Aldous Huxley's *Brave New World* and the perp-infested slums of 2000 AD's *Mega City One*. Something of a melting pot then...

lips move in sync with the words they utter, and their eyes follow players' movements with unnerving natural ability. More impressive still are the morphing effects on display. For example at one point you encounter an inconspicuous passer by, suddenly, before your very eyes, he transforms (in real-time) into a grotesque spider-like creature. The effect is simply stunning and ensures that players can't judge anybody on face value.

With its hugely ambitious structure and a promised four-player mode (including co-operative missions) *Project Eden* looks set to deliver one of the most immersing, thoughtful and downright engrossing gaming experiences yet witnessed on any system. Expect more on this potential classic over coming months.



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C

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Caesar III
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Chef's Luv Shack
Chu Chu Rocket
Civilization
Colonization
Command and Conquer 2
Cool Boarders
Cool World
Crazy Taxi
Cutthroats
Cyberia

D

Dark Forces 2
Dark Seed
Darksun
Daytona USA 2
Dead or Alive 2
Dead Or Alive 2
Deathtrap Dungeon
Descent 2
Descent 3
Diablo
Die Hard Trilogy
Discworld
Discworld 2
DrumMania
Dynamite Cop
Dynasty Warriors 2

E

EA Sports Cricket
Earthworm Jim 2
Earthworm Jim 3D
Ecco the Dolphin
ECW Hardcore Revolution
Eternal Ring
Evolution
Evolution: The World Of
Sacred Device
Expendable
Extreme G2

F

F355 Challenge
Fighting Force 2
Flag to Flag

Flight Unlimited 2
Four Wheel Thunder
Fox College Hoops '99
Full Throttle
Future Wars

G

Gauntlet Legends
Gemfire
Got Bass
Got Medieval
Giga Wing
Gradius III & IV
Grand Theft Auto 2
Gunbird 2
Gundam side story 0079: Rise from the Ashes

H

Hardcore Heat
Hardcore Heat
House of the Dead
Immortal

I

Ishar 3

J

James Bond
Jikkoy World Soccer 2000
Jimmy White's 2: Cueball
JoJo's Bizzare Adventure

K

Kessen
Killer Loop
King of Fighters Dream Match '99

L

Legacy of Kain

M

Mag Force Racing
Maken X
Marvel vs. Capcom 2: New Age Of Heroes
Marvel vs Capcom
MDK
MDK 2
Men in Black
Metal gear Solid
Metal Slug
Might & Magic 8
Mission Impossible
Mortal Kombat Gold
Mr Driller
Myth
Myth 2 Soulblighter

N

Namco Museum
NBA 2K
NBA Showtime: NBA on NBC
NFL 2000
NFL Blitz 2000
NHL 2K
Nightmare Creatures 2
Nocturne

O

Outcast
Overseer

P

Parasite Eve
Plasma Sword
Pokemon Stadium
Pop'n Music
Power Stone
Power Stone 2
Psychic Force 2012
Puyo-Puyo 4

Q

Quake
Quake 2

R

Racer
Rainbow 6
Rayman 2: The Great Escape
Re-Volt
Red Alert
Resident Evil
Resident Evil 2
Resident Evil DC
Resident Evil: Code Veronica
Ridge Racer 4
Ridge Racer 5
Roadsters
Robotron X
Rogue Squadron

S

Samba de Amigo
Seaman
Sega Rally 2
Settlers 3
Shadow Tower
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Shutoko Battle 2
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T

Tech Romancer
Tee-Off
Tekken Tag Tournament
Test Drive 6
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The House Of The Dead 2
Theme Hospital
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Tokyo Extreme Racer
Tomb Raider 3
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TrickStyle

U

Unreal
Urban Chaos

V

V-Rally 2
Virtua Cop 2
Virtua Fighter 3th
Virtua Fighter Series
Virtua Striker 2
Virtua Tennis

W

Wacky Races
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4 Wheel Thunder
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peripherals

*What would a new
We take a look at*



> What: **ScreenBeat SoundStation2**
> From: **Logic3**

There's only one way to truly bring your games to life and that's to plug in a mammoth set of 300W speakers! With its huge bass speaker the original SoundStation rocked and now it's back with a vengeance on the PS2. Stylishly made to suit the PS2 the three-speaker set has been engineered to give even better performance than the original. A gunshot will never sound the same again!



> What: **3D Viper Grip**
> From: **Blaze**

There's one sure-fire way to turn on the gaming public and that's to add some rubber into the mix! The Viper Grip has rubber handles so no matter how hot and sweaty your game gets, the pad will never slip from your hands. Being a PlayStation2 pad it also includes fully analogue buttons and Dual Shock but as this is unofficial you also get the added bonuses of autofire and slow motion modes.



> What: **Michael Schumacher GTR Wheel**
> From: **Blaze**

Fully endorsed by the F1 champion, this official Schumacher wheel features fully analogue buttons, wheel and pedals. Like the Viper pad this too has a rubber grip and the wheel is self-centering to help keep you level on the straights. Being a Formula 1 wheel you also have the luxury of F1-style gear change paddles on the wheel. In fact, the only thing this doesn't come with is a good driver!



> What: **Beat Pad**
> From: **Mad Catz**

There are loads of PlayStation dance games to choose from and whether you like it or not there are more dance games on the way for PlayStation2! The beauty of this rubber dancing mat though is that it includes every single button from your pad, just ready and waiting to be kicked. Which means you can play any game you want. Imagine trying out *International Track and Field* on this!



peripherals

console be without a load of fancy new add-ons and over-the-top peripherals? some of the stuff you can expect to be holding in those sweaty palms of yours...



> What: **Memory Card**
> From: **Mad Catz**

Memory cards are fast outdated games and this latest high capacity card from Mad Catz is far from being an exception. Fully compatible with the PlayStation2 this card can save 32 times the amount of data compared to your average PlayStation memory card! Impressively it does all of this without the need to compress any data. Get one of these and odds are you'll never have to worry about saving again.



> What: **Multi-tap**
> From: **Joytech**

The PlayStation2 may only have two ports to plug controllers into but that doesn't mean you can't have a four or even eight-player game. Anyone who owns a PlayStation has no doubt seen a multi-tap before but if you want to take advantage of next generation games you need a new multi-tap. The old four plugs just won't work with the new PlayStation2 – the price you have to pay for fully analogue buttons!



> What: **8 Meg Flash Memory Station**
> From: **Joytech**

Styled very much like the PlayStation2 itself this has to be one of the most original memory cards to hit the saturated third-party peripherals market. One of the biggest problems about the new memory card is the Magic Gate technology – which is owned by Sony. This crafty card gets by all that by plugging in-between a standard memory card and itself – essentially giving you 16 Meg of save files in one card!



> What: **PlayStation2 Steering Wheel**
> From: **Gamester**

Another third party racing device this time from Gamester. The black and blue wheel features fully analogue buttons right down to the pedals at your feet. Ensuring you get maximum enjoyment (and to let you know when you crash) this steering wheel also makes full use of Dual Shock modes. The wheel and pedal is completed with a clamp so you don't have to worry about holding the base still.





PlayStation



WIN A PLAYSTATION2, A WIDESCREEN TV AND A COPY OF WILD WILD RACING!

One lucky reader will be getting a stunning new PlayStation2 and a copy of Rage's excellent new Wild Wild Racing as well as a deluxe 28" widescreen TV to play the lot on!

Owning a new PlayStation2 is the Holiest of Grails for this year's keen and eager games fans. A sticky pre-order process and limited numbers at launch has made getting hold of one of Sony's stunning next-generation consoles a tough love affair with technology.

Well, thanks to Rage and P2 one lucky winner will be able to see in the New Year with style. One reader will get a free PlayStation2 through the post, and that's not all. Rage, makers of the excellent UEFA Striker, were so pleased with the success of their excellent new racing title Wild Wild Racing (reviewed page 96) that they have thrown in a copy of the game and a new 28" widescreen TV too.

The television is a state-of-the-art 16:9 widescreen TV featuring 99 channels, Teletext and 12 watt Nicam Stereo sound. Few PlayStation2 games will look as good as those played on this top of the range television. The screen size can also be converted to standard broadcast 4:3 format.

If you want to win this fantastic entertainment set of a PlayStation2 console, a 28" widescreen TV and a copy of Wild Wild Racing then simply answer this question:

What is the name of the excellent football game made by Rage for PlayStation?

- a) UEFA Striker
- b) UEFA Champions League
- c) UEFA Stars

Send all answers on a postcard, with your name and address, marked 'Wild About The Game' to: P2, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS

All entries must be received by 7 December 2000. The editor's decision is final. No correspondence will be entered into. No employee of Paragon Publishing or any other company with products on offer with this competition is eligible to enter. There is no cash alternative. Only one entry allowed per person.



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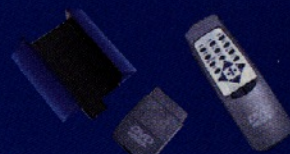


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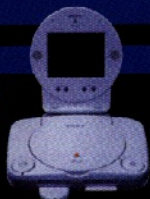
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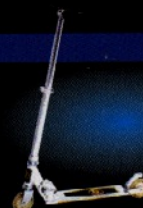
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DEAD OR ALIVE 2

The PlayStation2's first full 3D fighter gets a make over for its UK release...

> essentials

► Publisher	Sony
► Developer	Tecmo
► Genre	Beat-'em-up
► Release date	December
► Origin	UK
► Players	1-2



Anyone familiar with Tecmo's ageing beat-'em-up franchise will be stunned with the direction this latest version has taken. Where

Tekken Tag has been content to merely ape the successes of the original, *Dead Or Alive 2* has taken great pains to advance the formula.

The first striking improvement over the original PlayStation title is the advanced 'danger zones'. Instead of simply blasting opponents into the air this latest sequel sees opponents flying from castle walls, crashing through stained glass windows and plummeting down glittering waterfalls. It's fair to say that the 15 stages presented in *DOA2* are a vast improvement over the original. Some span three or four levels, but all are fully interactive and presented in total 3D.

To fight adequately in these stunning new environments requires a re-jigged control system. The new Dual Shock2 analogue sticks are used to guide the characters around the arenas, moving in and out of the screen at will. Fights are no longer restricted to a limited 2D axis, but can be exploded in any direction whilst retaining the flow and measure of speed.

>Tecmo

Tecmo are a long established arcade developer that made their name with ancient coin-ops. Console success has recently exploded with DOA and the addictive Monster Rancher RPGs and card games.

TECMO

Tecmo

Dead or Alive
Monster Rancher
Gallop Racer
Deception 3



The Dual Shock2 is also used to great effect in bringing the game's other new advancement. In the past the counter button was an original idea that failed to live up to the promise. Bouts were often reduced to tit-for-tat blustered slugging rather than keenly thought through counterstrikes. With *DOA2* Tecmo has taken the idea and implemented it perfectly. Now fights can turn in your favour through a counter, a perfectly timed dab of the button will see opponents flung to the floor or thrust into a sparking electrified wall.

The advancements made to the counter system are carried through to the game mechanics as a whole. There are more moves than ever; more throws, kicks and punches and they can all be accessed through the simple controls. Four buttons fired in combination will deliver flurries of combos. It's here that *DOA2*

impresses. As combos are launched, further perfectly timed button presses will open deeper moves and throws. Few current releases can match *DOA2* for pure depth – the further the game is delved into the more the moves and tactics begin to evolve.

This depth of play is also on show elsewhere in the title. Tecmo has taken great care to offer PS2 owners something gamers will not have experienced before. With enhanced graphics that smooth out the Japanese version's jagged edges and a standard 60fps update this PAL release looks set to deliver a milestone experience. An experience that is made all the more impressive due to the added bonuses and game modes.

Sony has confirmed that the UK release will mirror the recent Japanese Dreamcast update, with over 80 new costumes and five new game modes. Along with the modes found in the original

[Opponents fly from castle walls, crash through stained glass windows and plummet waterfalls!]



[RIGHT] The moves will become more complex the further the combo lasts. The point where you strike the body will incite a different move; the same combination of buttons will uncover different moves.



unique and oblique

Few games feature an idea so original and playable as DOA2's counter button.

Timing is the key to winning and losing in DOA2. Bashing the buttons randomly will win you nothing against a player skilled in the counter attack. A flurry of punch combos will simply be turned against the unwary player in a second as the counter button is hit and limbs and bodies are flipped around the screen in a blur. This feature is made all the more playable as it takes a detailed knowledge of the moves and speed of characters to time a hit perfectly. Also, the arenas are levelled with different heights of platform and objects that effect play and the counter attacks. A hit on a fighter's leg will have a differing impact to that on the same fighter's arm or face.



PS2 Japanese version (Sparring mode, Team Battle mode, Survival mode, Tag Battle mode, Versus mode, Time Attack mode and the Story mode) are the CG Gallery mode, UPS mode, Collection Mode, and Battle Record Mode.

There are also a host of new interactive stages to plough through. These are built from the extra stages added to the Japanese PS2 release, with the sunset-soaked rooftop battle now featuring a number of breakable walls and hidden areas that the original lacked.

DOA2 serves to illustrate version of the game that

The Arena

Few games have expanded their brief to the degree exemplified in *DOA2*'s arenas.



Start position

Each fight starts from a standard position from which the fight can evolve in a number of directions. A quick drop kick off the ledge will see our pugilists plummeting to the platform below.



Second level

Now things get tricky. Fighters can manoeuvre each other around the platform. Will they hit a player off the platform to certain death below or...

Secret arena

...will they be flung into the window's wood slats and smash through the level's secret arena – the temple's ancient inner sanctum?



Tecmo have also guaranteed a new intro sequence and special animated endings in the Tag Team mode. These are small concessions, but they nevertheless illustrate Sony and Tecmo's desire to offer PS2 owners a version of the game that is unrivalled on any other videogame format.

Such a strong desire is echoed by the myriad of gameplay options that even include the DVD-styled language selection feature. Now players can select between multi-lingual texts and Japanese or English voice actors.

The many additions and enhancements to the already sound *DOA2* franchise that Sony has demanded from Tecmo merely reinforce the level of commitment being shown to the PlayStation2. Where the Dreamcast version was cast out onto a hungry public the PS2 version has been held back for refinement.

Such care and attention not only guarantees that *Dead Or Alive 2* on PlayStation2 will be the finest version of the classic fighter to date, it also illustrates Sony's carefully refined long term plans to great effect. **P2**

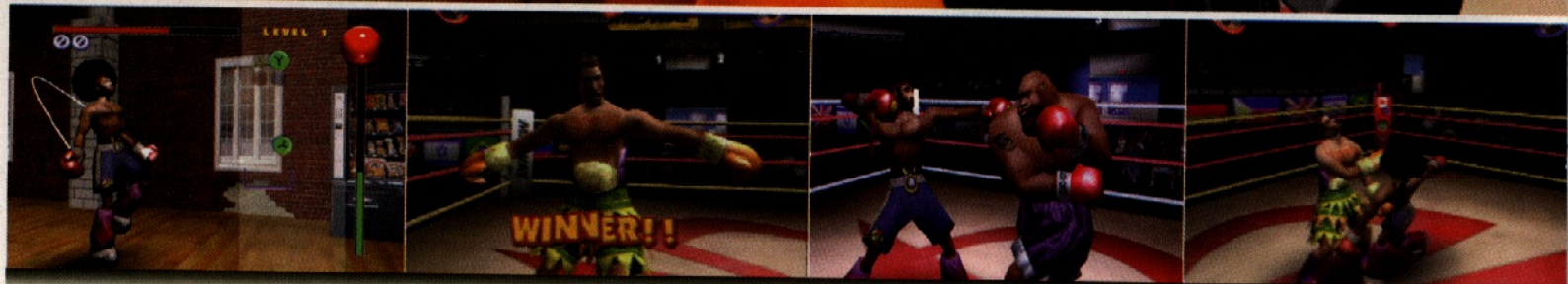
Sony and Tecmo's desire to offer PS2 owners a
is unrivalled on any other videogame format...

get connected

Tecmo get their fans clued in with a bikini led Web page that is packed with all the latest news.

Tecmo's official *Dead Or Alive 2* Web page www.tecmoinc.com is the only place a serious fan would want to visit. Containing all the latest news on the vital US release this page is a godsend to the devoted. The use of artwork underscores not only Tecmo's commitment to its big hitting franchise but also to its fans.





READY 2 RUMBLE: RO

Midway clamber back into the ring for another shot at the title!



With EA owning just about every boxing license available, it seems somewhat ironic that despite this, Midway has created one of the most stunning and entertaining boxing franchises ever, that owes more to Looney Tunes than it does to the 'real-life' skills of such fighters as Prince Naseem.

The first in the series (*Ready 2 Rumble*) was largely well received thanks to its winning combination of cartoon graphics, comedy characters and the kind of simple but addictive gameplay that only one of the most successful arcade games creators could hope to achieve. It was the Dreamcast version that had the greatest impact as at the time as it was the only

console on the market capable of truly realising the game as Midway intended. However, that is about to change with the PlayStation2 version clambering into the ring. Taking advantage of the even more powerful console, and also benefiting from the lessons learned in the first incarnation, *Ready 2 Rumble: Round 2* looks all set to be a game of immense and very impressive proportions.

Thankfully, unlike many sequels that are merely a rehash of the original, Midway has stripped and completely re-worked the original code to ensure that the game is an all-round improvement. Listening to the very few criticisms of the first game, Midway has tweaked AI to ensure that the single-player mode is a lot more challenging – there's no chance that you'll bash your

essentials

► Publisher	Midway
► Developer	Midway
► Genre	Sports
► Release date	24 November 2000
► Origin	UK
► Players	1-2

Midway

Who could forget the seminal *Gauntlet*? And more recently, its range of sports titles; *Hydro Thunder*, *4Wheel Thunder* and the hugely enjoyable American football series, *NFL Blitz*.



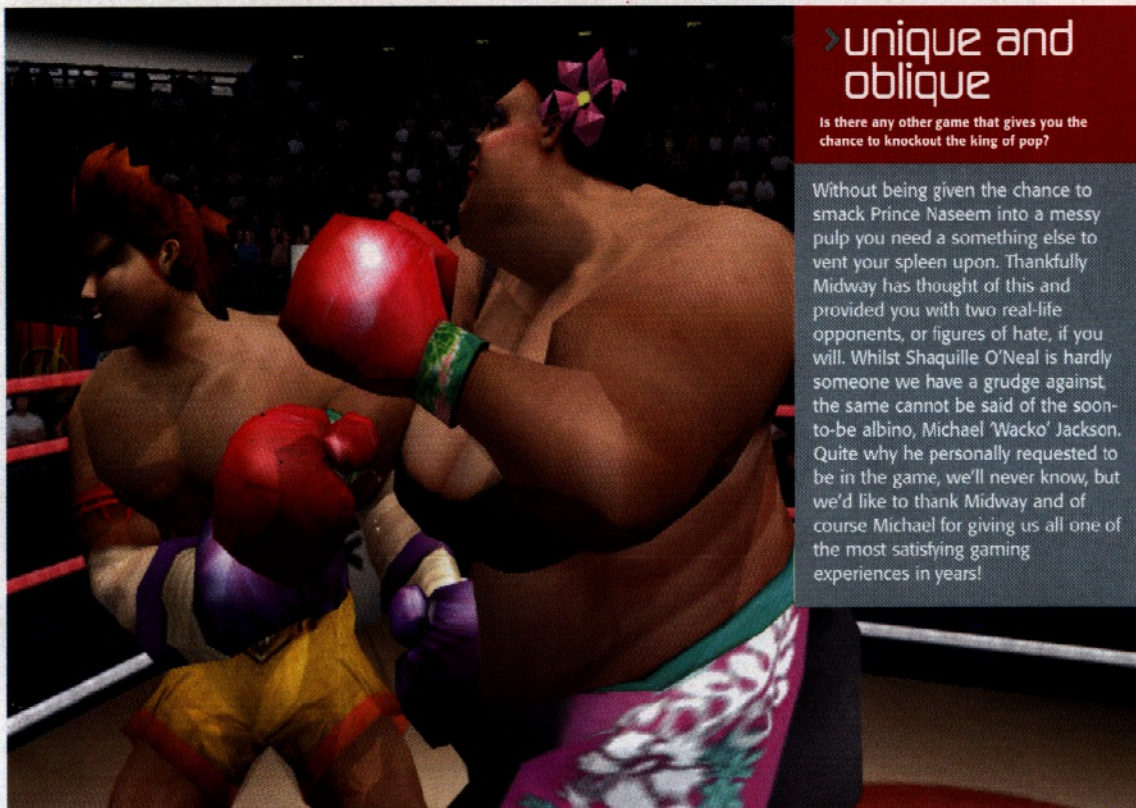
Midway

Gauntlet
Hydro Thunder
4Wheel Thunder
NFL Blitz

>unique and oblique

Is there any other game that gives you the chance to knockout the king of pop?

Without being given the chance to smack Prince Naseem into a messy pulp you need a something else to vent your spleen upon. Thankfully Midway has thought of this and provided you with two real-life opponents, or figures of hate, if you will. Whilst Shaquille O'Neal is hardly someone we have a grudge against, the same cannot be said of the soon-to-be albino, Michael 'Wacko' Jackson. Quite why he personally requested to be in the game, we'll never know, but we'd like to thank Midway and of course Michael for giving us all one of the most satisfying gaming experiences in years!



[BELOW] Equality certainly rules at Midway! Not only can you enjoy full-on bitch fights, but the girls can even get down to some serious scrapping with the boys! How refreshing!



Bully Beef

Oh, is this the English character?

It's not that we are overly patriotic or anything but we just don't like it when England is misrepresented. It's bad enough when British actors are always cast as the bad guy in Hollywood flicks but this one takes the biscuit. Meet the humourously named "Big" Willy Johnson (how many knob gags?). We are very disappointed, especially as Britain has produced some of the finest boxers in history. Note: This is a joke.



UND 2

way through the Championship mode easily this time. The graphics – one of the main lures of the original – have also been polished to button-brightness, and as these screenshots attest, the effect is staggering. However, the single biggest improvement has been in the moves department. Comedy moves may well entertain but ultimately, wafer-thin gameplay does not a great game make. *Ready 2 Rumble: Round 2* will offer a much wider variety of punches and moves to add greater replayability and help alleviate the curse of beat-'em-ups everywhere: button-bashing. This adds up to create a more polished version of a fun but largely simplistic game – and it doesn't stop there.

The original's character roster has been increased too. Fans of *Ready 2 Rumble* will be pleased to know that the meatheads from the original return for another crack at the title. Midway has doubled the character count and added a few secret bonus characters in for good measure. Apart from increasing the number of boxers that you can choose from initially (obviously), it also means that the championship will be much more varied, resulting in the learning and countering of each opponent's unique fighting style taking longer than ever.

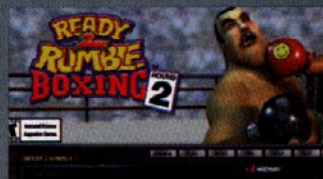
It appears that Midway has really gone to town to ensure that *Ready 2 Rumble 2* is a leaner and fitter game on the PS2. **P2**

[Midway has created one of the most stunning and entertaining boxing franchises ever...]

>get connected

www.midway.com

Midway's Web site has recently undergone a major overhaul. Every new game is championed on the stylish site and if you want to find out even more on *Ready 2 Rumble* it's here. Check out *Spy Hunter* and *Sinistar* too. What are you waiting for?



POSITION **20** OF 21

CIRCUIT RECORD
10:00:000



MOTO GP

There's nothing quite like a powerful engine between your legs...



The PlayStation2 is experiencing something of a flood when it comes to car racing games, with *Wild Wild Racing*, *Ridge Racer V*, *Smuggler's Run* and *Midnight Club* all due out before Xmas, to name but a few!

Namco is hoping to prove that racing on two wheels can be just as much fun as on four – and *Moto GP* could well be the game to hold their theory firm.

The first thing you notice about *Moto GP* is just how fast it is. The game is all about top of the range super-charged 500cc bikes, and from the word go there is no doubt in your mind about what kind of machines you're racing. Corners jump up on

you with frightening speed, and before long you realise that every race needs 100 per cent dedication and concentration before you can even think about first place.

The level of skill required actually comes as quite a surprise, considering the game is a conversion from the arcade game of the same name. Whatever you do, don't let that put you off, as it is far from being a *Road Rash* hybrid. In fact the game includes both arcade and simulation control styles – a testament to the official tracks, bikes and riders featured in the game. You can, of course, play through the entire game with arcade handling switched on, but it is in the simulation control method that the real fun is to be had.

essentials

► Publisher	Sony
► Developer	Namco
► Genre	Racing
► Release date	Early 2001
► Origin	UK
► Players	1-2

> Namco

Namco has pretty much become a household name when it comes to computer games, so quality should be almost guaranteed with *Moto GP*. Namco is no stranger to the genre meaning this will be a racer worth waiting for.

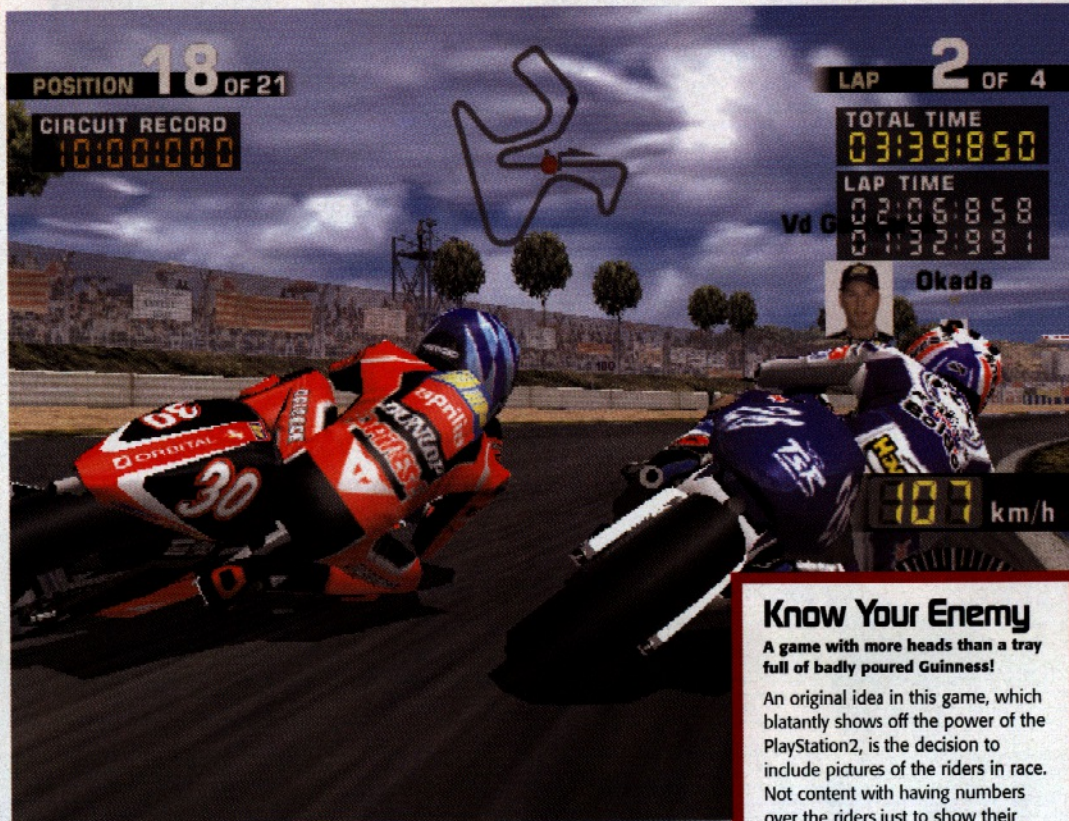
namco

Namco
Ridge Racer V
Tekken Tag Tournament
Soul Calibur
Ace Combat 3

> unique and oblique

What's the point in having a high adrenalin race if you can't sit back and savour every single moment...

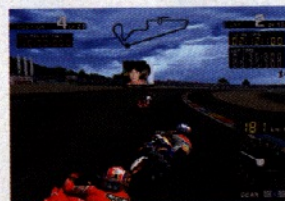
No other superbike racing game tries to make the experience quite as real as *Moto GP*. The game may be growing up out of arcade roots, but there's nothing quite like tearing round the tracks on your 500cc demon knowing that you could be thrown off at any minute! The main thing which makes this stand out are the replays after the race is over, which more often than not put *Gran Turismo* to shame! All the real life camera angles are used, including sweeping helicopter shots and road-side cameras that shake as the bikes shoot past. It's almost as much fun to watch the replays as it is to play the game!



Know Your Enemy

A game with more heads than a tray full of badly poured Guinness!

An original idea in this game, which blatantly shows off the power of the PlayStation2, is the decision to include pictures of the riders in race. Not content with having numbers over the riders just to show their position in the race, this game shows pictures of the real life sportsmen and their names!



In Simulation mode the adrenalin levels are pushed to the max and control can be lost at any second, sending both you and the bike spinning through the air! It's amazing how smooth the frame rate stays at times like this. You could be sliding across the gravel, leaving clouds of dust behind you as 20 other racers fly by at extortionate speeds and still, even at this early stage of development, there is no slow down.

Throughout the game the frame rate remains as smooth as a supermodel's curved body, which makes the two-player mode a bit of a mystery. You see, at the moment the two-player race is

only a head-to-head, with no other bikes on the track. Hopefully this is just a temporary setback.

For the one player side of the game you've got loads of stuff to keep you busy. As well as the Arcade, Season and Time Trial modes there is a Challenge game to test your riding skills. This basically gives you a set time limit to make it around certain sections of track without touching the sides, but this is far from easy and looks like it could be one to keep you up late into the night. Impressive to watch and great fun to play, *Moto GP* could very well be the *Gran Turismo* of bike games. **P2**

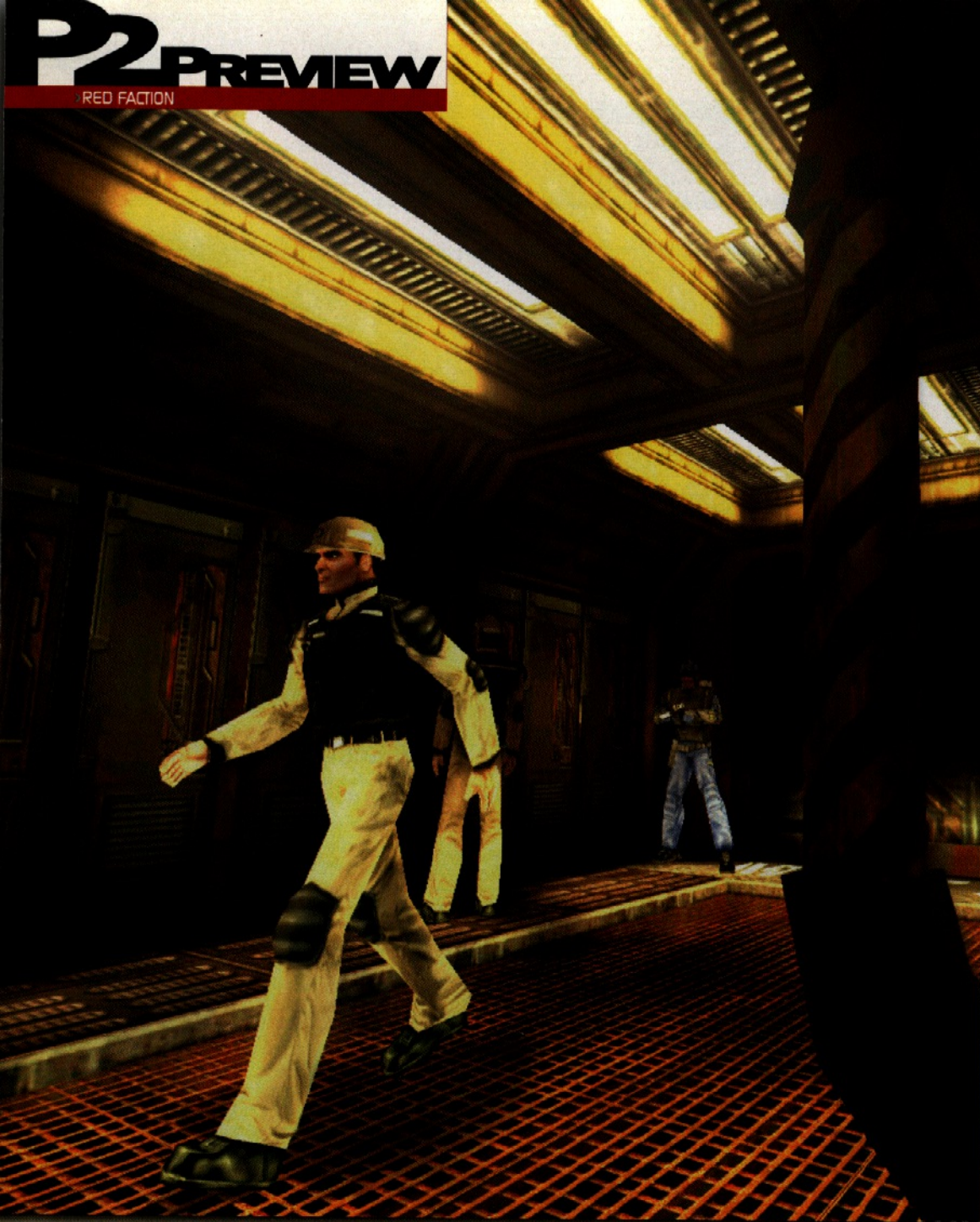
[Throughout the game the frame rate remains as smooth as a supermodel's curved body...]

> get connected

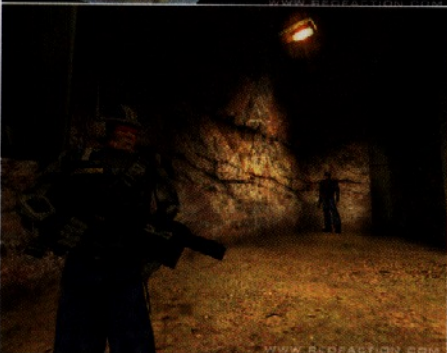
Pop the clutch and get the revs high on your PC, ready to experience the high-speed world of *Moto GP*...

There's very little on this racer on the Internet at the moment, but if you want to see a few more screens and learn a little more about the game take a look at www.namco.com. If you're completely new to the biking world of *Moto GP* it might be a good idea to swing by www.motograndprix.com for all the latest news, races, current standings, the bikes and their riders.





(BELOW) The marine-style characters are largely generic thanks to the uniform but their faces tend to stand out.



RED FACTION

THQ turn to Volition in a bid to win the PS2 first-person shooter war...

essentials

› Publisher	THQ
› Developer	Volition
› Genre	First-person shoot-'em-up
› Release date	February 2001
› Origin	UK
› Players	1-4



First-person shooters were always going to be an obvious choice for developers eager to work on the PS2. The power of Sony's new console has led to Eidos building *TimeSplitters* and Infogrames creating a souped up version of the PC hit, *Unreal Tournament*.

THQ have also hopped on the bandwagon, enlisting *Descent* creators Volition for *Red Faction*. The story line sounds a little like *Total Recall*, with the enemy being a rogue mining company based on Mars. You take the role of Parker, a man trapped in the underground depths of the mine with a will to get him and 'his people' out. He's a union-style rep who has his team members to

think about. If you've seen the film, this is as close as you're going to get to a decent game conversion, except the game is set to have a more in-depth plot in comparison to the Arnie blockbuster.

Of course, this involves a truck load of firearms and some interesting vehicles which can help players barge through the scenery. Drilling machines allow you to tunnel through the ground and reach other sections of the levels, and the prospect of moonbuggy-style jeeps should distance the title from other gung-ho shooters like *TimeSplitters*.

The unique aspect of *Red Faction* is that because 3D masters Volition are working on the title, the 3D scenery is impressive even by the PS2's high standards. Walls can be completely

>Volition / THQ

Volition's claim to fame is *Descent* on the PC. It introduced gamers to futuristic online gaming. The 3D engine was clever enough to run at speed and it soon became the sci-fi fans game of choice over id's *Doom* game of 1993.



Volition
Descent
Freescape

THQ

THQ

The Summoner
WWF Smackdown! 2
Danger Girl



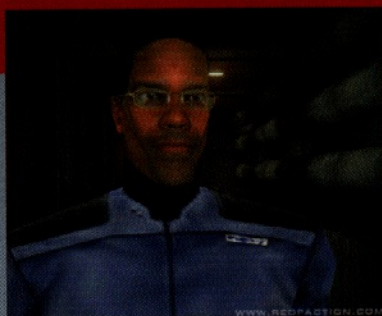
[ABOVE] The weaponry featured within the game is easily as potent as *Quake*'s stash of firearms. The after effects of projectiles are enough to make you gasp and follow bullets like a fast game of tennis.



>unique and oblique

Realistic characters have never looked quite this, er, real before.

PS2 games have held the promise of photo realistic visuals but, apart from Konami's *Track and Field* effort, we've seen nothing that resembles truly life-like faces. *Red Faction* aims to change this, however. It runs at a higher resolution than most PS2 games and the texture mapping techniques used on the PC version can be ported to the PlayStation2 perfectly. It's just a shame that Sony aren't releasing their PS2 digital camera until next year, which would allow you to put your face onto one of the characters. See the News section for more details on the camera and it's compatibility with forthcoming games.

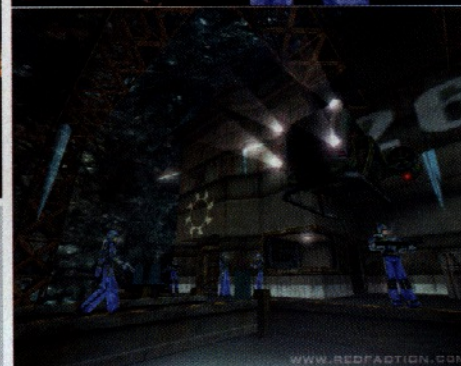


broken down into fragments, meaning that the levels can change form if you decide to go berserk with an evil weapon. Fans of the previous PlayStation title *Descent* will remember the explorative nature of the game which, in multiplayer mode, was a game of stealth. *Red Faction* will appear as a shoot-'em-up adventure in single player mode, but it's clear that Volition want to add some of the originality present in its previous titles. They're particularly sceptical about developers licensing 3D engines and inserting a pre-made game into the engine of, *Quake 3*, for example.

Mike Kulas, President of Volition, says that titles which use 3D engines from other games "prevent technology evolution and

innovation" while *Red Faction*'s entirely new 3D engine should hopefully offer gamers as new an experience as the breakthrough PC game, *Descent*.

Red Faction looks to be a bold step for the developers because at time of writing, *TimeSplitters* is the most anticipated PS2 launch game in the US. Whether gamers will warm to the more plot-driven style of play is unclear, but with visuals like this (take a look at the texture mapped faces) we're sure you'll want to see more. P2 will keep you up-to-date with proceedings and maybe PS2 owners will have something to wave in the face of Dreamcast owners boasting about the likes of *Quake 3* and *Shenmue*... P2



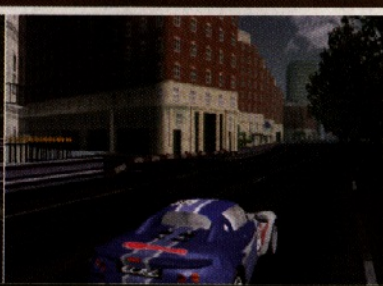
>get connected

Red Faction updates? They're all here, along with moving footage of the game.

Head to www.redfaction.com for the latest news on how the game is coming along. There's movie files and stacks of candid developer interviews. Alternatively, if you want some background on the developers as their PlayStation history is scant, point your browser towards www.volition-inc.com. Here you can learn more about *Descent* and what has made the codeshop a revered organisation to PC gamers.



["It's clear that Volition want to add some originality, they're particularly sceptical about developers licensing 3D engines..."]



LOTUS CHALLENGE

Take some of the finest cars ever made and push the pedal to the metal..

> essentials

> Publisher	Virgin Interactive
> Developer	Virgin Interactive
> Genre	Racing
> Release date	June 2001
> Origin	UK
> Players	1-2



Considering it has a full licence from a car manufacturing god, Lotus Challenge is a little bit strange to say the least.

This game mixes the serious world of hardcore racing with a bizarre hybrid of arcade and simulation racing games. You are a member of the Lotus Challenge Team who takes part in the world driving championship, but you also have a sideline of performing stunts for the latest movies and TV adverts! Disturbingly, this hasn't even been tacked on as an afterthought – the stunt mode is an integral part of the gameplay! Despite these arcade elements and diversity in gameplay, the cars are based on

realistic driving models and the developer worked closely with Lotus to refine the physics of each vehicle. Lotus fans will be pleased to hear that there are 40 street and track cars in this game, covering virtually every model of Lotus you could possibly imagine. Just think about being able to race a 1959 Lotus 7 against the brand new Lotus 340R! There are even rumours of the Bond car from *The Spy Who Loved Me* being playable in *Lotus Challenge* – you never know, it may even be submersible!

You can, of course, race against a full track of computer opponents in Arcade or Championship modes, but the main game is the Challenge mode. This intensely fun part of the game is a sort

> Virgin Interactive

Virgin may not have the greatest experience when it comes to driving games, but the Lotus licence isn't handed out on a platter and this company is no virgin to the industry.

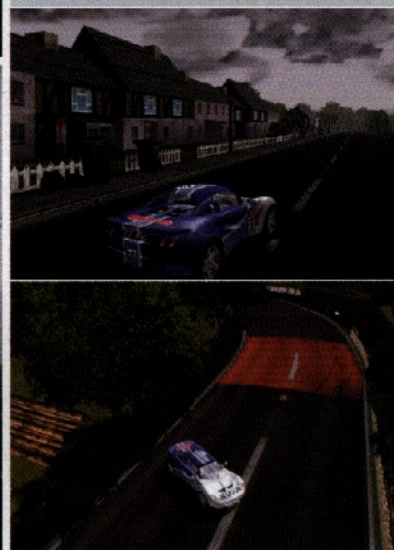


Virgin Interactive

Resident Evil
Jimmy White's 2 Cueball
Dino Crisis
Bloody Roar 2



[LEFT] The models are so detailed in this game, you can even see the drivers in the car. [BELOW] At the end of a hard day racing, you can retire to your country manor. [BOTTOM] "Tonight on Police Camera Action, a youth learns the costly way why crime doesn't pay."



The Challenge Is Set

This is not the first ever Lotus Challenge game...

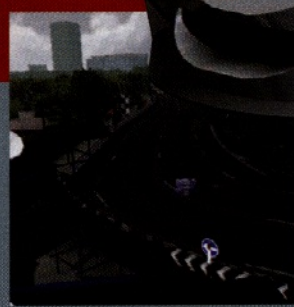
The last decent officially licensed Lotus game we can remember is *Lotus Turbo Challenge* on the Amiga! It may be a fair way off the quality of graphics you get now, but this is still just as playable today.



> unique and oblique

Excuse me I'm in need of medical attention...

The most original thing about *Lotus Challenge* is the bizarre mix of things you actually have to do in the main challenge mode. At one point you may be partaking in a perfectly normal race against a few other competitors, and a few minutes later you could be speeding along normal public roads, trying to get an injured man to hospital! Oddly, even all this fits into the game, as a cut scene after the race shows the poor unfortunate victim being injured – of course, being a helpful do-good citizen, you decide that your racing-modified Lotus is a tad faster than the local ambulance service!



> get connected

Log on and buy yourself a new car!

There's nothing much on the Web about this game yet, but if you want to know a bit more about Virgin Interactive point your browser at www.vie.co.uk and check out their snazzy site. If you're a Lotus fan it's more than worth taking a look at www.lotuscars.co.uk where you can drool over all the cars, the latest news and technical specifications. If you're feeling rich, you can even locate your nearest dealer!



GE

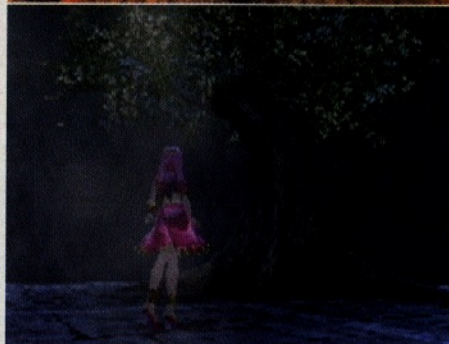
of story mode, which includes some serious racing as well as some slightly zanier adrenaline-filled challenges. Each challenge is introduced by a cut scene and requires you to do such things as stunts for major films or TV adverts. Some of the more bizarre challenges require you to race across public roads filled with moving traffic to get somebody to an urgent appointment, or even to hospital! This may all sound a little over the top, but this part of the game is based on the exploits of the real Lotus Challenge team, who do perform quite a few stunts for movies in their spare time.

Shockingly, Lotus apparently doesn't care much about the portrayal of its cars, because *Lotus Challenge* features real-time, fully visible damage. Considering all the problems Polyphony Digital has with *Gran Turismo* concerning car damage, this comes as a big surprise. You can take the cars through rain, wind, snow and mud, and trash them into the bargain – not that you'd ever want to do this with a Lotus, of course! This is one of the most promising driving games on the horizon – get ready to assume the Lotus position next year. **P2**

[Mixes the world of hardcore racing with a bizarre hybrid of arcade and simulation racing games...]



[LEFT] Areas of the game look quite beautiful. The animators and artists have taken great care to keep the look faithful to the original TV series.



ORPHEN: SCION

Activision step out of the Shade with a new fantasy epic...

essentials

► Publisher	Activision
► Developer	Shade Inc
► Genre	RPG
► Release date	24 November 2000
► Origin	UK
► Players	1



Activision's first foray onto the PlayStation2 has plundered the colourful Japanese Anime television series for source material.

Based on the Sorceress Stabber animated series and developed by fellow Japanese company Shade Inc, *Orphen: Scion of Sorcery* is set to warm some hearts.

Those in the know will be glad to hear that Activision's game RPG has remained remarkably faithful to original Anime material. Shade Inc, who have been responsible for the similar arcade/RPG hybrid *Granstream Saga*, clearly know their source.

Like an episode of the series, *Orphen's* story develops as the game is played. Beginning on a disaster-bound ship, the hero,

Orphen, and his friends, Magnus and Cleo, drift onto Chaos Island. To escape they must wrestle the secrets from the fog-shrouded Island.

The most startling thing about *Orphen* comes from the format. Being one of the first DVD-based games, *Orphen* delivers streamed cell animation and standard 3D cut-scenes along with total voice-acting for all the characters. Indeed, the five playable heroes in the adventure team all deliver some 30 spells and attacks with a cry of 'Hail Of Heavens' or some such nonsense. The point is it's very impressive.

The game itself plays much like a standard arcade adventure. Players will need to perfect running fights, platform leaping,

>Activision / Shade Inc

Activision are one of the longest standing games publishers, with hit games like *River Raid* appearing on the ancient Atari 2600 before this year's *Jedi: Power Battles*. Shade have a history for creating accessible, good looking RPG.

ACTIVISION

Activision

Tenchu II
Jedi: Power Battles
Tony Hawk's Pro Skateboarding
Spiderman



Shade Inc

The Granstream Saga
Brightis
The Granstream Saga 2

>unique and oblique

Orphen offers a new arcade slant on the fighting in a fantasy game.

Each new RPG aims to better the others in one area and one area alone, the battles. *Final Fantasy* made them easy, but later fights soon took epic time spans to conquer. With endless animations being forced down players' throats. Orphen ditches the long-winded menus and cut-scenes for a simple arcade approach.

Some enemies can be dispatched during normal game time with a quick fireball or sword slash. Other must be tackled in a more standard combat screen. But it's still very simple.

Allocating spells and weapons to buttons will make them accessible in the battle whilst the D-pad controls the targeting. Attacks are cast in real time and the whole affair is fast and fluid. Keener fighters will power-up spells and weapons for powerful attacks – with some spells summoning elemental demons – whilst follow-up hits can be directed to stunned monsters.

Orphen's battles are breezy and original action-based affairs that are swamped in swift direction and dripping in graphical excess. Nice.



[ABOVE] As expected Orphen features some massive monsters and enemies that all feature weaknesses and strengths. Sussing out the chinks in a ghouls armour is central to defeating them. [LEFT] The battles in Orphen allow players to not only attack the monsters themselves, but to also target scenery in order to harm enemies with flying debris and splintered objects.

OF SORCERY

puzzle solving and mapping as well as the RPG elements that ask statistics to be juggled and characters to be modified.

For some Orphen will appear too linear. The levels are fairly small, consisting of twisting corridors fed with platforms and puzzles. Yet, there are three different endings planned that will require players to trek through the game in different ways. Every time new animations are seen and different characters discovered.

There will be a total of 30 different monsters in the game with nine cinematically displayed bosses. These final fights with the levels' chief monsters are a torrent of special effects, including motion blur, lens flare, and reflection echoing an Anime-styled direction. They are balanced so as to make each a new experience. Some will be immune to fire elements whilst others may only be struck down at certain low points in their attacks. In this respect, Orphen mirrors the retro-tinged level bosses of *Metal Gear Solid*.

As a bonus all the characters and enemies fought and found in Orphen can later be scrutinised in a Gallery mode; the style and speed of the player's victory will determine the quality of artwork that is earned. Likewise, new cinema animations, original Anime art and story clips can also be viewed in the cinema mode.

In fact, Shade have made it evident that the Anime origins behind Orphen will be a vital draw to players. The rich scenery and beautiful environments all elicit cartoon quality animation and style. Some intense smog and weather effects coat the levels creating a rarely seen, colourful atmosphere.

Worries over Orphen's lineality aside, Activision could be on the verge of releasing an atmospheric P2 adventure into a market craving some magic.



>get connected

Orphen weaves its magic on the Web...

There's quite a buzz on the net about Orphen. Activision have their own information at www.activision.co.uk which features character information and screenshots. The best though is surely the game's developers own site at www.shade.co.jp which features unseen box art and notes on the game's current production process. All Orphen fans should check this one out. Or you could visit www.advfirms.co.uk to discover more on the RPG's Anime roots.





[BELOW] The later enemies that face up to Konoko display the game's level of detail – non-player characters are constructed from a minimum of 800 polygons.



ONI

Rockstar's latest brings a hybrid of martial arts and gun-toting anime action to the PlayStation2.



Take a glance at *Oni* and you'd expect its combination of fast gun fights and big-eyed girls packing high-tech hardware had launched from the Manga-fuelled minds of a Japanese developer. However, *Oni* actually comes to the PlayStation2 from Bungie Software,

the UK development team responsible for the classic *Myth* series on PC and the forthcoming *Halo*. This team of European gamers looks set to not only offer the first pseudo-Japanese PS2 title, but also to be the first PC developer to truly get to grips with console gaming.

The innovation starts with the story. As Konoko, a futuristic cop, you must fight and think your way through a new high-tech building and city to solve the mysteries that surround the Syndicate. But as Konoko unearths the ruthless organisation's secrets and

gangland activities, she soon discovers that her existence is directly linked to them. As the title's name suggests ('oni' means 'ghost' in Japanese), ghosts from Konoko's past soon reappear to deal out some all too real trouble.

It's clear from initial play that this is a different game to the dozens of Lara-wannabes that line the shelves. The levels (a total of 17 when *Oni's* finished) are huge and feature some staggering depth, including four-storey buildings complete with transparent floors, allowing nauseous views to the basement. The buildings that populate the city are designed by real world architects, the maze-like steel stairwells, two-storey glass walls and acres of corridors are all realistically constructed and pieced together. Such models are given realism through the use of the PlayStation2's special effects features, such as Radiosity (directs natural light through



essentials

► Publisher	Rockstar Games
► Developer	Bungie
► Genre	Arcade Adventure
► Release date	January 2001
► Origin	UK
► Players	1

>Rockstar / Bungie

With *Oni*, *Smuggler's Run* and *Midnight Club GT*, Rockstar Games are set up as a serious PS2 supporter. Whilst Bungie come with a pedigree in PC gaming, *Oni* shows a strong desire to put some originality back into console gaming.



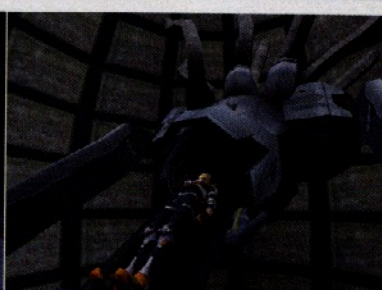
Rockstar

Smuggler's Run
Midnight Club GT
Wild Metal
Thrasher: Skate and Destroy



Bungie

Myth II: The Fallen Lords
Halo
Myth II: Soul Blighter
Marathon Infinity



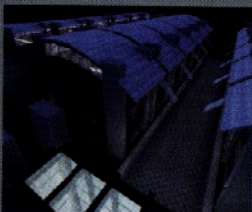
ONI

>unique and oblique

With a series of realistic building interiors, *Oni* represents a new dimension in console adventures.

Unlike existing arcade adventures such as *Tomb Raider* and *Duke Nukem*, *Oni* features a series of buildings and building interiors that have been designed by real-world architects. In this way *Oni* is striding ahead of the competition, producing a game that sings with a new sense of realism.

With this in mind, Bungie has gone to great pains to fill these corridors and gangways with lush special effects. Rooms are lit using the PlayStation2's Radiosity, creating realistic natural light and spot effects on computer terminals and walls. Likewise, Interpolation and Reflection Mapping are used to produce smooth character animation and realistic glass floors and walls.



[BELOW] The detail shown in the building's interiors goes far beyond the simple fairytale constructs of *Tomb Raider*, delivering realistic surfaces and room designs.

building's interiors), and a massive amount of number crunching – Konoko is created from a staggering 1,200 polygons. In this sense, Bungie's aim is to create a living, breathing world in which to position a host of emotionally charged characters. Likewise, with the PlayStation2's technical abilities, the game's controls have made full use of the new Dual Shock 2 controller. *Oni* is driven primarily through the analogue sticks.

Literally any of the many moves and functions found in *Oni* can be accessed via the two analogue sticks – the left delivering movement, whilst the right controls the game camera – and shoulder buttons.

Even the vastly underused L3 and R3 buttons are enabled, being used to pick-up objects. When these are used in

combination, control over Konoko's abilities is unrivalled – she can dodge bullets through a roll, before leaping into mid-air with a stunning flying kick. Enemies' weapons can even be knocked from their hands, picked up and used against them in a smooth flowing move. Such dedication to advancing and not simply imitating existing game formulas has afforded *Oni* a highly anticipated position amongst the soon to be congested PS2 games line-up.

With some stunning graphical prowess, a flair for intriguing game design and a new approach to an ageing genre, Bungie looks set to not only stamp an authority on Sony's new console, but also to prove that PC developers are made of sterner stuff than first-person shooters and flight sims alone. Bungie's ghosts are securely in its closet. **P2**

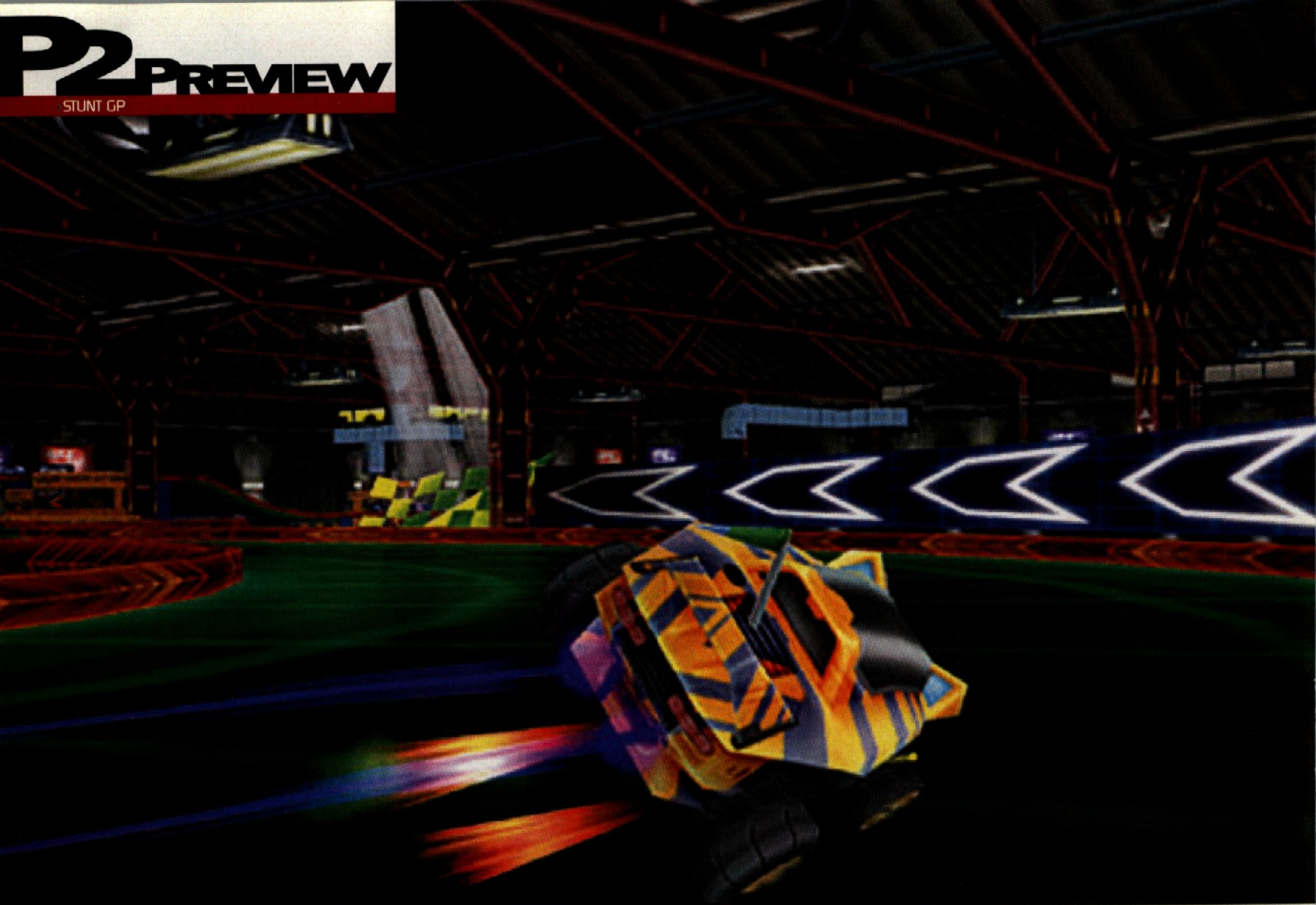
>get connected

Log-on to Rockstar's latest PlayStation2 game to discover a world of new movies and artwork for Bungie's epic anime adventure.

Oni, despite recent news that Bungie has been bought by Microsoft, is still to be published by Rockstar Games. The company responsible for the forthcoming *Smuggler's Run* can be found at www.rockstargames.com. Their sister company Take2, publishers of the excellent *GTA London* and future *Blair Witch Project* can be hunted down at www.take2.com. Likewise Bungie's upcoming titles and the latest movies of *Oni* in action can be downloaded from www.bungie.com



[Bungie's aim is to create a living, breathing world in which to position emotionally charged characters...]



STUNT GP

Everything you always wanted to do in a car but never could.



essentials

► Publisher	Virgin Interactive
► Developer	Team 17
► Genre	Racing
► Release date	15 December 2000
► Origin	UK
► Players	1-2



There are two types of racing game: there's the circle that encompasses the serious simulation type and then there are the arcade racers. As its name suggests, *Stunt GP*

has all four wheels firmly placed in the arcade section – or to be more precise, several metres above the arcade section! The idea in this game is to gain as much air as possible and spin the car through as many axes as possible until your stomach starts to churn. Oh, and it's usually a good idea if you win the race as well!

Considering its heavy arcade roots, this game has a surprising number of options for you to choose from. The single player mode alone has seven modes of play for you to get to grips with, which include League, Challenge, Stunt and Arcade. Stunt racing games have often been criticised for being too repetitive in the past but the wealth of options on offer here should mean you'll never tire of playing this one.

Variety doesn't only come in the form of games either, as there are a whole host of extreme tracks to test your ability to keep your lunch down. Circuits include a Japanese water garden,

Team 17 / Virgin Interactive

Famous for those pink wrigglers, Team 17 has been around since 1991, developing for the Amiga 500 and beyond. Virgin Interactive hasn't been around quite as long, but between them they've had quite an impressive array of titles.

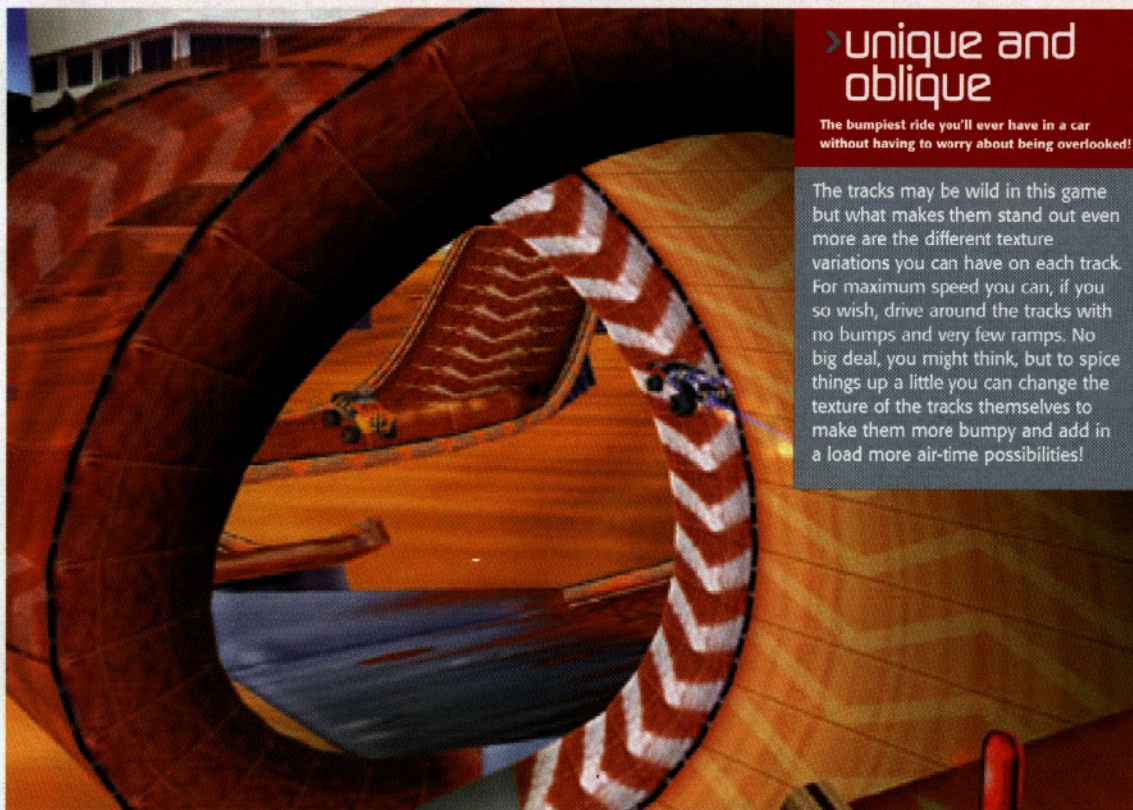


Team 17
Worms Armageddon
Project X2
Alien Breed
Addiction Pinball



INTERACTIVE

Virgin Interactive
Street Fighter EX2
Dino Crisis
Renegade Racers
Brahma Force



unique and oblique

The bumpiest ride you'll ever have in a car without having to worry about being overlooked!

The tracks may be wild in this game but what makes them stand out even more are the different texture variations you can have on each track. For maximum speed you can, if you so wish, drive around the tracks with no bumps and very few ramps. No big deal, you might think, but to spice things up a little you can change the texture of the tracks themselves to make them more bumpy and add in a load more air-time possibilities!



[BELOW LEFT] The more stunts you pull off, the more turbos you get to use in the race. [BELOW MIDDLE] The meter at the top shows your air miles, which can be spent on upgrades. [BELOW RIGHT] Don't know what that purple car is up to – be very, very afraid!



Not For The Faint Of Heart

It's got more twists than a Scooby episode!

The tracks in this game can be absolutely insane, twisting and looping a hell of a lot more than any ride at Alton Towers. Who needs *Theme Park World* when you can take the game off the rails like this! It's a bit like those tacky plastic loops you used to get as a kid to throw toy cars around.



a multi-storey car park and a warehouse. All of the courses in the game are made even more diverse for replay value by a neat little feature that allows you to change the textures of the track. The same track becomes a whole different ball game when you choose to add in more jumps and bumps – the racing tactics, in particular, are completely different. In a matter of minutes a smooth, flat track can change to become an off-road nightmare!

The radio-controlled style vehicles in *Stunt GP* are thankfully built to handle any kind of track. There are 16 to choose from before you unlock the hidden vehicles, and they've each been segmented into three handy, although silly named, categories. The first load of cars goes by the name Wild Wheels and these are basically four-wheel drive, off-road vehicles, built to take the worst you can throw at them. Next up are the Speed Demons, which

are built (unsurprisingly) for speed, and then you have the Air Blasters, which have maximum control in the air for all your stunt-happy needs.

Actually, the whole trick element to the game isn't just thrown in for eye candy so that you can show off to all your mates mid-race. Perform stunts in the race and you are awarded turbo fuel that can be used to boost your way to victory. The more insane the stunt and the more stunts you link together, the better the turbo reward you get! Spending longer in the air also affords you the opportunity to get upgrades for your car. The bigger the hang-time, the more Aero Miles you get to spend on bigger engines, and the obligatory but pointless horns to beep at your rivals as you pass them by! See if this game gives you the horn next issue. **P2**

[Gain as much air as possible and spin the car through as many axes as you can until your stomach starts the churn...]

get connected

Turn tricks to the World Wide Web to learn more on this wacky racer.

Take a look at www.team17.com for loads more information on the game. Here you will find all you need to know about the cars that feature in the game and the tracks you race across. There's also an interview with the developer, including some very scary pictures of the team!



> Ubi Soft

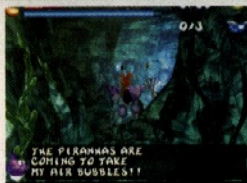
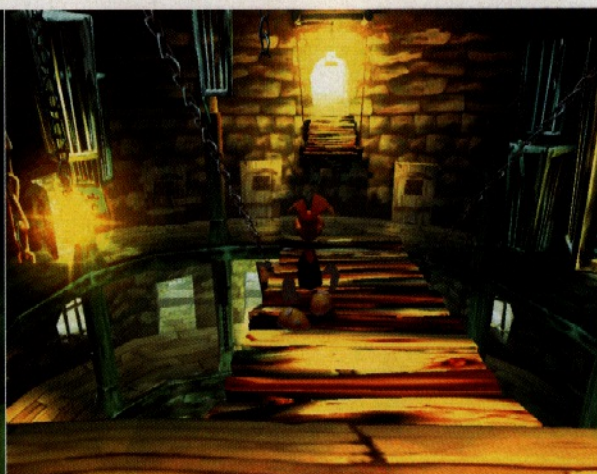
A dab hand at cartoon games, Ubi Soft has comic-sized plans for the PlayStation2 - which include Disney's *Dinosaur*, *Donald Duck* and two other *Rayman* games! All of which should build nicely on the current portfolio...



Ubi Soft

Rayman

Rayman 2: The Great Escape
Disney's Donald Duck
Monaco Grand Prix



RAYMAN 2: REVOLUTION

A new console wouldn't feel at home without a Rayman running around on it!



Since the first game appeared in 1995 *Rayman* has become an instant hit across numerous platforms. It's little surprise then, that the character with floating hands and feet is coming to the PlayStation2. Actually

there are three games lined up for the console starring the super hero and the first is *Rayman 2: Revolution*.

This game is a continuation of the past couple of *Rayman* games and sees the hapless hero thrown into another bizarre and comic platform adventure in a 3D world. Although of course this time breathtaking graphics, real-time lighting effects and high resolution textures all show off the power of the PlayStation2 nicely. The game also features a non-linear story linked together with cinematic cut-scenes all adding up to over 40 hours of frantic gameplay! For those who have played *Rayman 2* previously, these lengthy hours will thankfully be a completely new experience. Not only are the levels completely redesigned but there are also new powers for you to learn and a whole new batch of enemies to face. The emphasis this time round has been changed for *Rayman* to focus more on the adventure side of things. Nonetheless the action is still thick and fast when it appears.

There are quite a few launch titles coming out on day one but at least you know where you are with *Rayman*. You either love it or you hate it! Read the review of *Rayman 2: Revolution* next issue to see what we make of it. **P2**



> essentials

> Publisher	Ubi Soft
> Developer	Ubi Soft
> Genre	Platform Adventure
> Release date	24 November 2000
> Origin	UK
> Players	1

> get connected

Rayman hasn't quite exploded onto the Web yet, but hold on to your hats. The revolution starts here...

For the low down on everything *Rayman* you should bookmark www.ubisoft.co.uk which contains information, screens and a whole host of other stuff on the limbless fellow. A link of this site also leads to www.ubisoft.co.uk/rayrev which provides you with the briefest of looks at the PlayStation2 title. However, you may have to be a little patient waiting for this part of the site to load!





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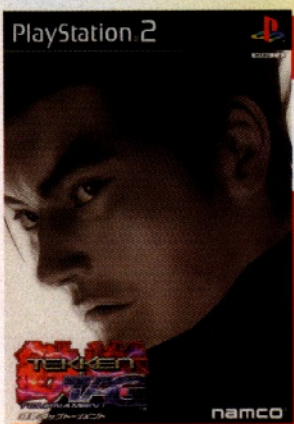
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I win! I think...

Only played the game down the pub have you? Try this...

We are currently learning the intricacies of our American cousins' favourite version of pool, 9-ball. Here you must pot the balls in order from one to nine, but the twist is that if you pot the 9-ball as a by-product of your initial shot, you win. This means that no one is ever in the lead and it gets pretty tense towards the end!



POOL MASTER

Rack 'em up Newman and let's see the colour of your money...

essentials

► Publisher	Take 2 Interactive
► Developer	Ornith
► Genre	Pool
► Release date	24 November 2000
► Origin	UK
► Players	1-4



There are certain games being released at launch time which are guaranteed to be world-wide smashes. You know that you could safely bet your grandmother on *Ridge Racer V* selling by the truckload, and you wouldn't be likely to lose a wager that *Tekken Tag Tournament's* gonna be huge too. But what of the sleeper hits?

With the amount of games being released at launch time, there are bound to be some smaller games that find a niche market and become a modest success. One such game is Take 2 Interactive's *Pool Master*. No longer will you need to go down

to the noisy environs of the pub and hang out with dubious types in smoky surroundings — just sit in front of the goggle box and load up this little beauty.

Now, the problem with all snooker and pool games of the past is that they normally either opt for the completely arcade approach, or alternatively, try to be dry simulations which are about as much fun as measles. *Pool Master* changes this; it incorporates a large number of different gaming modes so everyone should be catered for.

What this means is that you don't need to be a master of the game in order to enjoy this. If you just want a quick knock about

Take 2 / Ornith

It's rare that there is not a big Take 2 game on the horizon. *Midnight Club* and *Smuggler's Run* are PS2 bound and Ornith have shown their cue control with PS1 *Pool Hustler*.



Ornith
Pool Hustler



Take 2 Interactive
Midnight Club
Smugglers Run
MoHo
Grand Theft Auto



Unique and oblique

Take a break from perfecting your potting prowess and test your grey matter instead...

Okay, this may sound confusing but it is a quite simple idea – a lot tougher to perfect though! The basic idea of the 'Frozen Game' is that you have a 'snag ball' which must be potted. Sounds obvious, eh? Well, the problem is that you also have to bring the cue ball to rest as close as possible to another ball. If your first few tries are unsuccessful, you can bring up tips to help you clear the stage and complete the five different sections. The closer the cue ball gets to the other ball, named the 'frozen ball', the more points you get. Challenging and often frustrating too. Just one more try...



then you can. In fact if you opt for the Free Play mode you can even place balls exactly where you want them and then hit them around the table. Want to re-enact that scene that seemed to impress the ladies in the Paul Newman classic *The Color Of Money*? Not a problem squire, although you might find potting the ball a bit tougher than Mr Newman did!

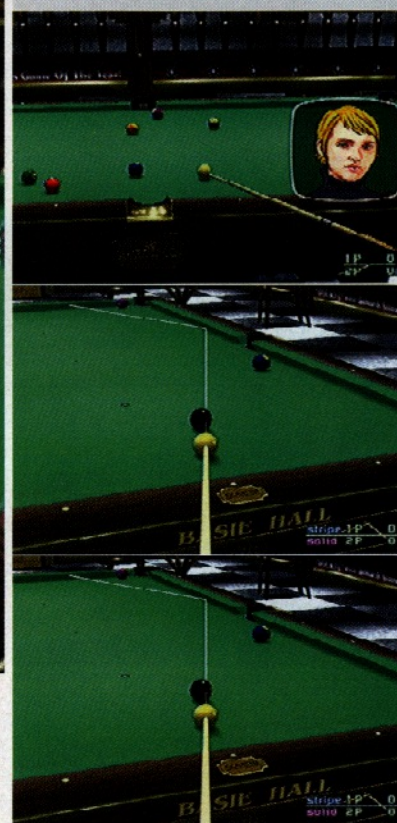
Another problem with pool games is that everyone has their own idea of what pool actually is. For some people, it is merely a question of potting all the balls of your colour and then the black, simple as that, whereas others can tell you the intricacies of American 9-Ball. All the various versions are available here.

In addition, if you want to learn more about the game before taking on your friends or the console opponents, Lesson mode includes all of the various types of shots that you may come up

against in the course of a game. What's more, for those who don't know their top spin from their banking, there is a complete thesaurus of terminology. Once you have learnt the basics, you might want to tackle the computer opponents, all of whom have different styles of play as well as varied skill levels. Take Brazilian beauty Eli, whilst her main game is relatively poor, if you put her in tough situations, she will shine and you may find her pulling off some ridiculously elaborate shots. Ruth Skinny, an English player has grown up with pool and so has a certain confidence, but if in trouble will lose it and make some seriously unforced errors.

Learning the strengths and weaknesses of the various players is interesting and should ensure *Pool Master* is also popular in single player mode. The game certainly has plenty to offer and it looks as if Take 2 Interactive about to rack up another success... **P2**

[LEFT] Steve Davis, eat your heart out.
[BELOW] Here's one of the professionals.
She is lovely and very good at pool.
[BOTTOM] Remember your geometry lessons in order to succeed here.



get connected

Take 2 Interactive knows the importance of the Internet and provide much more than a simple press release.

The best place to go for information about *Pool Master* is the official Take 2 Web site www.take2games.com. They feature screenshots and art for all of their forthcoming games as well as setting up separate micro sites for some of their biggest titles. With separate sites for Europe, the USA and the rest of the world, you should find whatever you are looking for.





[BELOW] Now this is something you definitely want to think about doing – unless you want to lose the game of course!



AQUA AQUA: WE

A water-based puzzler washes up on the PlayStation2

> essentials

> Publisher	SCI
> Developer	Zed Two
> Genre	Puzzle
> Release date	24 November 2000
> Origin	UK
> Players	1-2



If you're wondering where Wetrix 1 got to, don't worry, you're not losing your mind, Aqua Aqua: Wetrix 2 is a sequel to a water-based puzzler that started on the N64. Quite why the original never washed onto the

PlayStation at the same time isn't known, but it's here now and it's looking better than ever.

If you haven't played *Wetrix* before the concept is a little difficult to explain to say the least! The idea is to hold water on the playing field by raising and lowering the land levels before using a fireball to evaporate the water. Failing to keep the water from dripping off the edge will slowly fill a drain meter – once

this reaches the top, it's game over. Unfortunately for you, things quickly get a lot more complicated than this!

Whilst the water is raining down you've got bombs, earthquakes, fireballs, ice cubes, rainbows, lake mates and numerous other things to contend with. Uppers and downers are falling faster than in a disused warehouse full of sweaty ravers and to top it all off there's even one new feature that uses a bingo card in the bottom corner of the screen (see boxout). This puzzler is far from being your basic block dropper, but trust us, once you get into the game this will all make sense.

The biggest new addition to *Aqua Aqua* is the Story mode. What this boils down to is a very bad attempt to add a story line

>Sci / Zed Two

Compared to some companies Zed Two hasn't been around that long (by name at least) and *Wetrix* 2 is the first title from the company for PlayStation. Sci though has been around long enough to have a few skeletons in its closet!



Zed Two
Wetrix
Taz Express
Spyral Saga
Maximum Carnage



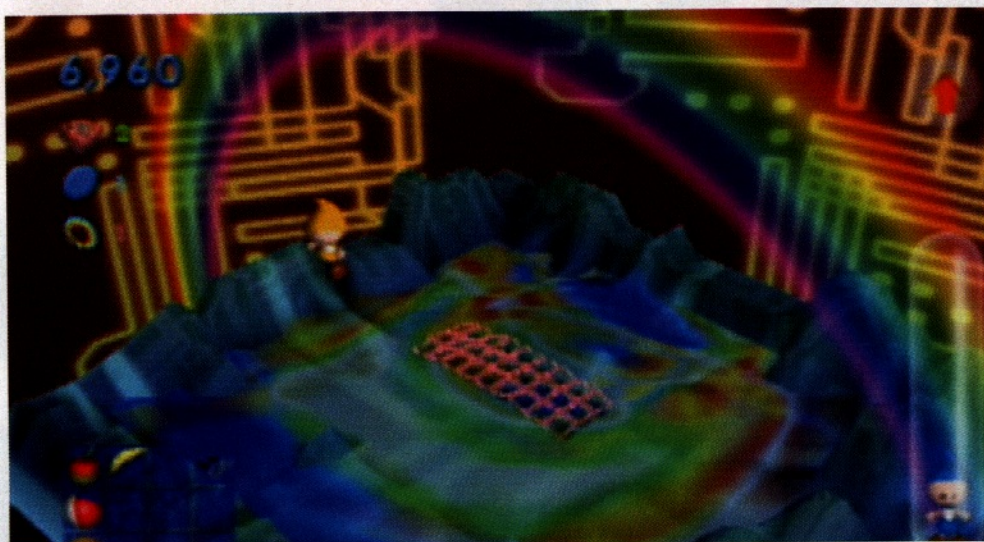
Sci
Carmageddon
Live Wire
Mille Miglia
The Italian Job



Legs Eleven

Why embarrass yourself in public when you can play bingo at home...

In the corner of the screen on a one-player game is a grid which matches the play area. Evaporate some water with a fireball in the game and that area on the bingo card will be scratched off. Make a line and you get a bonus which could be anything from a score multiplier to something else to help you in game. If you're crafty you can make two lines at a time and get a double bonus!



[ABOVE] Get enough water on the land and you are rewarded with a beautiful rainbow which not only looks good but adds loads to your score! [LEFT] If you're feeling cruel you can flatten, bomb and set fire to the little bloke running around the field!



>unique and oblique

Who needs another *Tetris* or *Puyo Puyo* clone when you've got this?

Since *Tetris* there have been countless puzzle games released across practically every format you can think of! Virtually every single one of these has involved dropping some kind of block along a flat 2D screen – *Wetrix* on the other hand is a completely different story. In this game you're still dropping blocks in the form of uppers and downers but the scores come from controlling the water. This is hardly the easiest of substances to handle but if you can hold your drink then the points are there for the taking.



WETRIX 2

to a puzzle game, but even if the idea is bad the gameplay remains fun. The game's split up by themed levels and you also have the added danger of boss attacks entering the playing field.

Every so often a warning will come that a dragon (or such like) is about to attack, and you're given a set time limit to achieve a set score. Succeed and a shield will rise around the playing area to protect you, but fail and you have nothing to do but sit back and watch the damage hail down on your land!

A further addition to the original *Wetrix* is the much-needed Training mode. This has to be completed before you can start on

the Story mode and teaches you everything you need to know about the basics of the game.

If you are a *Wetrix* novice this is most definitely a welcome sight. It should also come in handy for the two-player mode that can be an immense amount of fun. This is of course assuming both of you know what you're doing – it's a good idea to sit your friends down with the Training mode prior to playing!

This is the only puzzler scheduled for the PlayStation2 but it is already looking like it could be one of the best – especially at the bargain price of £24.99 for a launch title! **P2**

>get connected

Dive into the big wide ocean that is the Internet to learn more about this fiendish puzzler...

For the latest high scores, news and strategy tips check out the official *Wetrix* Web site and developer home page at www.zedtwo.co.uk. However, if you're after up-to-the-minute information on the PlayStation2 version it's worth taking a peak at www.sci.co.uk which also contains loads of screenshots of the watery puzzle sequel.



[Uppers and downers are falling faster than in a disused warehouse full of sweaty ravers...]

SNEAKER PREVIEW



Sometimes it's a good month we step into the

Etnies

Locked in a world of dazzling light source imagery can often seduce even the liveliest people into an armchair hunched state of apathy. However, there is hope. Etnies new spring 2001 range of trainers, shoes, jeans and shirts will wake even the weakest of personalities from the pure rush of a new PlayStation2 game.

The new line, for release into high street stores and skate boutiques, aims to build upon Etnies' prominent position as a serious skate clothing label as well as yielding new shoes and jeans that the casual virtual skater can wear.

The label's main draw has always been its shoe line. Made for performance and for the casual player, the latest Spring 2001 range mirrors Etnies' commitment to fashion as much as to professional skateboarding. Classic designs such as the LowCut have returned, but Etnies' pledge to athletes has resulted in a new line of Hybrid shoes designed for skating, BMXing and MotoX riding. The new Elvir and Vertex come complete with durable lace and toecap protection to combine looks and skating performance perfectly. New for spring will also be Etnies new All-Terrain range that includes the Granite

and the Wats. A combination of high performance design and new fabric technologies welded together to deliver a fresh new athletic shoe designed with MotoX and BMX riding in mind. The design has been culled from years of BMX experience and, later, snowboarding knowledge, to deliver a durable, elegant shoe that is both strong, hard-wearing, light and water resistant.

Yet skating is where Etnies made its name and skate shoes are where the company excel. The latest signature shoe, the Elissa Steamer, has been created by Sole technology's Frank Boistel in recognition of Elissa Steamer, skate's most successful female skater. Her shoe, like her skating style, is a tough, functional and sleek shoe designed with a combination of traditional skate shoes and outdoor boots in mind.

etnies



3 Etnies' best all-terrain skate shoe.



1 Etnies' latest signature shoe is given a woman's touch.



4 Tomorrow's technology and old skool skate shoe collide.



8 The rapper's delight



6 Etnies' all-terrain shoe steps forward.



5 V's classic shoe gets a modern twist.



2 Urban shoes stretch into suburban colours.



7 Etnies deliver a shoe for all occasions.



idea to venture outside the videogame world. This strides of skatewear experts Vans and Etnies...

ETNIES

1 ELISSA STEAMER

The Elissa Steamer shoe is a technical achievement. Using Strobel construction and nubuck leather to offer unprecedented durability, the Elissa is a professional shoe. There is a polyurethane midsole and an E-bound heel for added cushioning to mimic Elissa Steamer's qualities of comfort, style and strength.

2 ELVIR

The Elvir is a strong skate shoe that is both durable and stress resistant. With heel cushioning, lace protection, rubber sole and synthetic mesh this is a classic shoe for any territory. The new season's colours come in black, grey/gold, and white/white/royal.

3 VERTEX

The vertex is made using multiple layers of material placed to give unrestricted movement on any terrain. The latest features include a toecap and lace protector to aid the prevention of wear and tear. Season's colours include the classic black/grey, grey/black and white/grey.

4 SIMON

More than any other shoe Etnies' Simon represents the company's merging of the old and the new. The 400NBS rubber outsole with flex grooves make it a dream shoe for board control, whilst suede uppers and removable arch make it ideal for comfort. For a modern street feel.

5 LO CUT II V

The Lo Cut II by V is identical to the best selling classic except for the new Velcro straps in place of laces. Easy and stylish this is the shoe for collectors and fans of the straight edge, old skool classic feel. Colours come in the sleek and simple navy/white.

6 WATS

The Wats is designed for use in dirt, cement and snow. The Wats is a lightweight strobel constructed all condition shoe featuring a water resistant upper made from synthetic leather, as well as a cushioned heel and double padded tongue for added protection. Colours include yellow, orange and grey mixtures.

7 GRANITE

With a treated nubuck leather upper and Cordura to resist water, sleet, snow and mud the Granite is a sturdy shoe for all occasions. The rubber outsole is another guarantee against the conditions whilst the padded arch and tongue creates a very comfortable shoe. Colours in the range vary.

8 MC RAP

The Spring season marks the fifth anniversary of Etnies' minimalist MC Rap shoe. A classic style that set a benchmark by which other shoes could measure themselves. The season's new version retains the shoe's original 'non-slip-grip' outsole and rubber ollie underlay. Colours include red/white/black and navy/white.

1 GEOFF ROWLEY SIGNATURE

The Geoff Rowley signature shoe is the first Vans shoe for the young British skater. The most successful British skater since Tom Penny has a shoe that harks back to the classic Vans shoes. Yet the old school look hides modern technology.

2 SLIP-ON CLASSIC

Vans' original Sixties styled Slip-on shoe are making a limited comeback. The shoe remains faithful to the simplistic lines and materials of the original, with the trademark gum sole complemented by canvas or suede uppers. Styles include black, navy and checker print exclusively to Paul Smith Jeans.

3 ALAN PETERSEN SIGNATURE SHOE

The Alan Petersen shoe features durable 100% synthetic/mesh upper, rubberised synthetic toe and heel, silicon moulded ollie area and quarter overlay. Cosmo upper lining, moulded heel counter and flex grooves.

5 MINGUS II

The Mingus is the most requested Pro Series shoe so this revision of the classic lines represents one of the hottest designs on the market. It features a leather/nubuck/suede/mesh upper, an optional lacing system and a tongue overlay. The perforated upper and padded tongue deliver a cool, comfortable shoe.

6 MONEY

The Money is one of the most advanced shoes in the Vans Pro series. Featuring nubuck uppers, a rubberised carbon ollie area, TPU heel clip, deluxe sock liner, extra padded tongue and COSMO liner, as well as air cushioning, anti-slip sole and flex grooves; this is the series pro skater shoe.

4 FOWL

The Fowl features leather or suede upper, a reinforced ollie, EVA sock-liner, extra padded tongue and collar, Cosmo upper lining with puddle coated adhesion, moulded heel counter, protected stitch groove. A slim and nimble shoe for pro riders with a clean design.

7 SHAN

The new Shan skate shoe represents quality and balanced looks in one design. Featuring a leather/synthetic upper mesh and durable rubberised ollie and toebox mouldings along with silicon reinforced moulding in the ollie area and extra tongue/collar padding; the Shan is a perfect mid-range shoe.

8 CARA BETH SIGNATURE

The Cara Beth Crush is the latest design on the original women's signature shoe, providing clean looks and performance in one package. Featuring detailed CB embroidery. Woman specific.

Vans

Vans has been a market leader in skateboarding for more than 30 years, in fact Paul Van Doren sold his first pair of Vans shoes back in 1966. The label primarily provides shoes for leading skateboarders and BMX riders the world over. The brand has recently cemented its credibility with a series of festivals (Vans Warped Tour) as well as amateur and professional skate and BMX championships. Vans shoes are distinguishable from competitors by the trademark 'white walls' thick rubber sole and the new Spring 2001 collection aims, as with Etnies, to build on a fierce reputation and take traditional values into the millennium with style, flair and wit. This is illustrated perfectly with the re-launch of the Vans Slip-On shoe, to be sold exclusively and in limited numbers through Paul Smith Jeans on Floral Street, London. The shoe became most famous in the Eighties through the *BMX Bandits* movie, yet its heritage lay in the Sixties styles of early Vans footwear. The classic style makes a comeback for Vans along with the Old Skool, the Sk8-Hi and the Half Cabs.



1 Vans latest signature shoe strides in.



8 The first ever women's signature shoe returns.



2 The classic Vans makes a limited comeback.



3 Alan Petersen's highly regarded skate shoe.



4 Vans' Fowl offers a clean-cut shoe with high performance.



7 Vans get the medium line with the new Shan.



5 Massive demand for this classic Pro Series redesign.



6 Vans' premier skate shoe gets a makeover.



SNEAKER PREVIEW



REVIEWS

If you're spending your hard-earned cash on a PlayStation2 game, you need to know that you're making the right choice. Look no further!

The Team

To deliver knowledgeable and informed criticisms, P2 reviews are based on the opinions of a spread of writers from all corners of the videogames and entertainment press.



Darren Herridge (Editor, P2)

- Official Sega Magazine (Germany)
- Station
- Total PlayStation
- PlayStation Solutions
- Ultimate Solutions
- Extreme PlayStation
- Dreamcast Monthly
- Sega Power
- 64 Extreme
- PlayStation Strategies
- Game

Favourite game: ISS Evolution



Ian Dean (Senior Writer, P2)

- SFX
- Uncut
- Breakthru
- Planet PlayStation
- PlayStation Pro
- Play
- DVD Review

Favourite game: ISS 2000



Mike Richardson (Staff Writer, P2)

- Station
- 64 Magazine
- DVD Review

Favourite game: Tony Hawk's Pro Skateboarding



Will Johnston (Games Editor, Play)

- PS Pro
- Play
- DVD Review
- Dreamcast Magazine

Favourite game: Vagrant Story



Kendall Lacey (Section Editor, TGN)

- Dreamcast Monthly
- Station
- Extreme PlayStation
- PlayStation Pro

Favourite game: Monster Rancher 2



Richard Melville (Editor, TGN)

- Station
- Edge
- Nu PlayStation
- Total PlayStation
- Total Control
- PS Pro

Favourite game: Metal Gear Solid



Simon Cann (Staff Writer, Play)

- PSX Solutions
- Total PlayStation
- PS Pro
- Dreamcast Magazine
- Play

Favourite game: Street Fighter Alpha 3



Graeme Nicholson (Editor, Play)

- Play
- DVD Review
- Dreamcast Magazine
- 64 Mag

Favourite game: Resident Evil 3



Mark Hattersley (Editor, Planet)

- Planet PlayStation
- N64 Pro
- DVD review

Favourite game: Ridge Racer V



Mark Crawley (Staff Writer, Play)

- Play
- PlayStation Strategies

Favourite game: Ridge Racer Type 4



Simon Phillips (Editor, Dreamcast Magazine)

- Dreamcast Magazine
- Total 64

Favourite game: Metal Gear Solid

PLAYSTATION2 REVIEWS

TimeSplitters 80

Eidos' first person shooter from the ex-GoldenEye boys is put through its paces.

Dynasty Warriors 2 82

The fastest selling game in Japan is finally here in all its ancient feudal majesty.

SSX Snowboarding 84

EA's highly regarded snowboard racer graces us with its glossy motion-captured presence.

International Superstar Soccer ..86

The jewel of the PlayStation's football games receives a drastic next gen makeover.

Smuggler's Run 88

Head off-road in Take2's immensely playable new *Driver*-esque smuggling game.

Silent Scope 90

Konami's killer shooter swaps the arcade for the PlayStation2 to great success.

Midnight Club Street Racing ..92

Reclaim the streets and pump up the volume in the fastest illegal race in the world.

International Track & Field ..94

The greatest multiplayer game storms the PlayStation2 in record breaking time.

Wild Wild Racing 96

Muddy off-road buggy racing is the order of the day in this truck-leaping racer.

REVIEW UPDATE

The massive success of the PlayStation2 has meant that import garning has never been better. P2 has been, and will be, on the cusp of reviewing the latest and most intensive new games from Japan and America.

Of course, on official release those previous reviews must be re-assessed in light of changes in the games, ideas and technology. All games will be fully tested to ensure that a slack conversion between territories doesn't hit the UK shelves without P2 readers knowing the score.

Tekken Tag Tournament 98

Reviewed first in P2 issue 1, this king of fighters is now tackled on official UK release.

Ridge Racer V 99

Initially reviewed in P2 issue 1, Namco's racer is driven to its limits in brethren Pal conversion.

THE ANALYSIS

So how does it work? How do the P2 scores add-up? Read on and find out...

It's clear to us here at P2 that some games appeal more to certain players, no matter how objective you get; if you hate F1 games you are likely to give all F1 games a lacklustre mark. With this honesty in mind, P2 has delivered a unique scoring system, designed to give the most balanced view of a game.

We take four scores into consideration before arriving at the final mark. These four scores are marked out of ten, then they are added together and divided by four to give a final score out of ten. In this way a game will be judged on its appeal to fans, and its lack of appeal to non-fans, as well as any technical merits.

The final summary is drawn, like the final score, from all the views. In this way all four reviewers have an influence on the final comment. We hope that our games reviews represent a spread of readers' opinions.

Info Boxes

P2 reviews feature more information than a score and opinion. They aim to go beyond the game, delving into Internet links and bonus game features. The strip at the side of Analysis box is more than a mere design tool. Logged into its panels are Web addresses for the related official sites to download movies, screens and mpegs as well as our own TGN site. Or, alternatively, you could check out the next best thing in gaming. The info boxes go further than the review, enabling everyone to get the best picture of the best games – only in P2.



TIME SPLITTERS

It's time to get medieval on your mates...

INFO

Publisher
Eidos

Developer
Free Radical Design

Genre
Shoot-'em-up

Release date
24 Nov 2000

Origin
UK

Price
£44.99



1-4 PLAYERS



MULTI-TAP



Time as we know it is no longer safe – the *TimeSplitters* are attacking the earth across different time

zones and it's up to you to stop them! This game harks back to the good old days of shoot-'em-ups when the background story was about as important as the conscience on your mind as you laid waste to hoards of bad guys. Don't let this put you off though because this game has been created by a team of developers who used to work at Rare on titles like *GoldenEye* and *Perfect Dark*!

The one-player game in *TimeSplitters* is an epic blaster that takes place between 1935 and 2035 abusing practically every character stereotype known to mankind. The Casino Royale of first-person shooters, this game definitely doesn't take itself seriously and demands that you have as much fun as possible – something that is pleasingly easy to do. *TimeSplitters* is the kind of game that you can just pick up and start blasting away without worry of any brain cells working too hard while you do it! Sadly the limited one-player game is a bit of a letdown and is really only a glorified practice run for the main event – mindless multiplayer slaughter!

You can if you want play through the main game two-player but your main reason for buying *TimeSplitters* should be the immensely fun and always hectic multiplayer games. The multiplayer levels outnumber the main game stages massively and each one has been

designed specifically with action in mind – and they deliver! Up to four players can take part on the same screen running around and blasting the hell out of each other and the computer-controlled 'bots.

The multiplayer modes are a little unoriginal but great fun to play. You can partake in Deathmatch, Bagtag, Capture The Bag, Knockout, Escort and Last Stand games and they're all customisable to your every need. If you want to you can play a Capture The Bag game with nothing but your bare fists for a weapon or a Knockout game with rocket launchers! The choice is yours and the opportunities are endless – especially when you start messing around with the mapmaker (see boxout).

Unfortunately the multiplayer mode doesn't excite quite as much as it should do – a problem which comes not from the gameplay, but from the visuals. There is so much diversity in weapon and character choice that it seems like no time has been spent on each individual one. The comic-like characters appear to have a bone disorder of some kind and the weapons are just a little too bland. The biggest crime of all is that there is no on-screen reload – about as good as the animation gets on the weapons is the occasional spinning barrel!

Executions would be so much more satisfying if you could savour the smoking barrels as you drop in another shell – worse still there isn't even any blood! Small gripes aside, this can be an immense amount of fun, although you do have to have a multi-tap to get your money's worth.

► **Mike Richardson**



Here's One We Made Earlier

If you're looking for extensive replay value then look no further!

If the multiplayer levels begin to feel a little too familiar and you think you can do better, there is an obscenely easy-to-use mapmaker



in the game. Using pre-set pieces and easy to navigate menus you can have a multi-storey level up and running in no time. For the patient there are even loads of small details such as lighting effects to play with! Best of all each level hardly takes up any space on a memory card.



P2 ANALYSIS

"Focuses almost entirely on straight-out honest to goodness blasting action..."

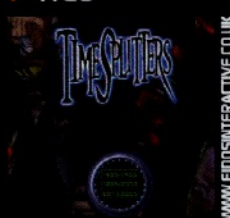
"Your main reason for buying TimeSplitters should be the immensely fun and always hectic multiplayer games..."



[RIGHT] Shooting people in the head with a plasma gun isn't the best way to make friends!



> web



This first-person blaster has its very own flash-looking Web site which can be accessed off of the Eidos Interactive site. Here you will find information on the game, details on the timeline, characters and the weapons you can use to kill your mates! Best of all though there are a whole load of movies, wallpapers and screenshots to download on the game.

> why not try...



This may not be out till February next year but it is already looking like it could be the best first-person shooter ever to hit the console market! This features all the stuff from the PC version and a little bit more whilst still maintaining a very impressive frame-rate. Bonuses over *TimeSplitters* are an eight-player mode and copious amounts of gore!

> TGN



For more information and screens on *TimeSplitters* and other PlayStation2 games, aim your Web browsing device at the Total Games Network. If you dig you can also find, hidden away on this site, an interview with the design team at Free Radical Design who talk about the split with Rare and future projects.

> Simon Cann



TimeSplitters is not *GoldenEye* for the PS2. Instead it drops the stealth elements of Rare's Bond game and focuses almost entirely on straight-out, honest to goodness blasting action.

Some stunning environments and imaginative enemies back up this frantic gameplay, with the icing on the cake being the unbelievably addictive four-player mode. This latter option alone makes *TimeSplitters* an unmissable slice of PS2 gaming.

> rated

8

> Will Johnston



Every other first-person shooter seems to be disassociating themselves from the mindless slaughter of *Doom* by offering realism and strategy. Well *TimeSplitters*

isn't one of those, and thank God. This is a fast and brash breath of fresh air that makes up in sheer speed and non-stop aggression what it loses in depth. This is a fine addition that will give the post-*Doom* generation plenty to shoot at, if little to think about.

> rated

7

> Richard Melville



The first-person shooter has been done before and it's already spot on in the form of *Perfect Dark* and *Quake 3*. The good points about

TimeSplitters is that it's the brainchild of former members of the N64 *GoldenEye* team. Loads of characters, inventive scenarios and a Level Creator mean that this is a great game. It's not a classic though because of the slightly 'slap dash' gameplay and its reliance on the multiplayer option – the single-player game just doesn't do enough.

> rated

7

> Mike Richardson



This game may be a riot in multiplayer but the one-player game fast becomes repetitive and dull – it's just a shame a little more time wasn't spent on this side of things. That

said, this game is perfect for a short sharp burst of killing with a few mates. It may not have that fully polished feel, but then *TimeSplitters* is more about having fun rather than taking things seriously.

> rated

8

P2 SCORE

> All four reviewers speak very highly of this first-person shooter. The single-player mode may lack the depth needed to make this a classic, but all agree that the multiplayer option easily compensates for this. Definitely one of the better titles available at launch.

8

out of ten

An old style first-person blaster with a whole heap of multiplayer goodness.



"There is a great feeling of being in the middle of a carnage-filled battle arena"

[BELOW] If someone starts glowing like this, it's a good idea to move out of the way, because it usually means a special attack is on the way.



INFO

Publisher
Midas Interactive

Developer
KOEI

Genre
Action/Strategy

Release date
24 Nov 2000

Origin
UK

Price
£44.99



1 PLAYERS

DYNASTY WARRI

Make your dynasty proud by giving the opposition a sound thrashing



The Romance Of The Three Kingdoms story continues with *Dynasty Warriors 2* – a strange hybrid of strategy and good old-fashioned hack 'n' slash.

The game is from the same developer as *Kessen* and the idea is pretty much the same, except this time you take control of just one soldier on the battlefield instead of a handful of complete units. If the idea of running into the fray of a battlefield filled with a thousand men sounds like a sane idea to you, then this game could just be

what you're looking for. Sadly the game isn't quite as grand as all this because you don't really get to see the entire battlefield at once in anything other than map form.

The game is split into several battlefields each of them measuring 150 square acres a piece and capable of holding around a thousand troops wielding all manner of pain-inflicting weapons! Alas, because of the unit structuring and a deliberately high camera angle (we'll come back to this) you only get to see around 20 characters fighting on the screen at the same time. Nonetheless, this is still a heck of a lot of

people and there is a great feeling of being in the middle of a carnage-filled battle arena. When two units clash it could very well be a scene out of *Braveheart*! Which brings us round to the first major failing of this game. Like in the historically flawed Mel Gibson movie, *Dynasty Warriors* also seems to have a slight problem with extras!

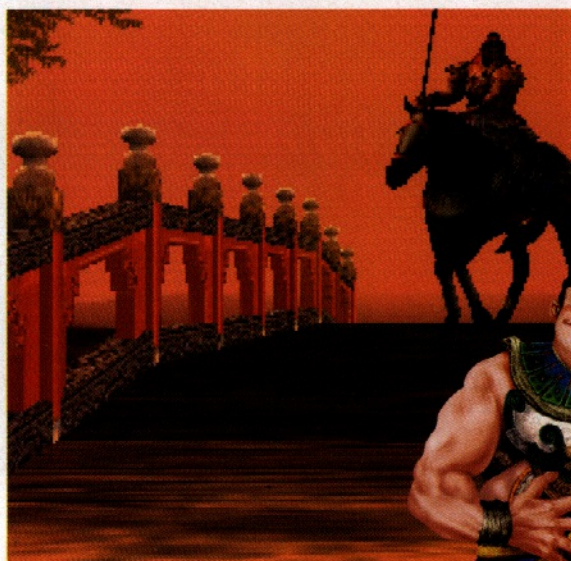
The AI is patchy at times and two sworn enemies will often stand shoulder to shoulder without so much as an evil glance or a harsh word! Your fellow warriors do help you out in the grander scale of things but it would've been nice to see a little

My Kingdom For A Horse

Put some horse power into your game...



If you're in need of superiority on the battlefield or just want to get somewhere a bit quicker you can always jump on a horse. Whilst riding you can literally plough through hoards of enemy soldiers! Unfortunately you have to knock someone off before you can mount the steed, but that usually isn't too difficult a task.



ORS 2

on the battlefield...

more enthusiasm from both sides. As it is, the strategy element isn't really used to its full in this game as the only way you can control your troops is by physically running over to them and waiting for them to follow you! A simple menu of commands would've made this game so much more absorbing. Instead the two-hour long battles feel more like a mammoth beat-'em-up. Which is no bad thing in itself. What is bad is the camera angle. When you're charging through the enemy hoards making maximum use of your steel, the camera just does not turn fast enough. In fact you often find yourself

running into it. There is a button to put the camera behind you again but you usually have better things to concentrate on – such as staying alive! You do get used to this but the viewpoint does highlight another major fault in the game – fogging. The camera has been placed high to avoid showing the mysterious disappearing landscape but at times it is blatantly obvious, especially when soldiers begin to fade out of existence!

Dynasty Warriors 2 is a fun hack 'n' slash with a couple of niggling flaws. Don't buy this expecting a brain consuming strategy.

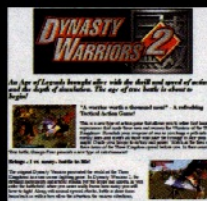
> Mike Richardson



P2 ANALYSIS

"A sprawling fighter that manages to balance succinct controls with a dab of strategy"

> web



For more information on this game from the horse's mouth, storm the developer Web site. A link from this site leads to the official *Dynasty Warriors 2* page, which contains loads of tasty bits of information, artwork of the characters and a handful of screens. If you've got time to spare there's even a movie of the game in action just waiting to be downloaded to your machine.

> why not try...



A similar style game but with completely different gameplay. In *Kessen* you have to control entire units and the focus is very much on the strategy side of things. Both this and *Dynasty Warriors 2* are fun games to play but it depends on what you prefer – fast-paced action with a hint of strategy, or in-depth strategy with a sprinkling of action?

> TGN



If you want to see a load more screens of carnage and destruction on the battlefield, point your browser at the Total Games Web site. Here you can also find a review of the previous *Dynasty Warriors* game on the PlayStation – a slightly different kind of game to the one you get on PlayStation 2!

> Ian Dean



KOEI's decision to dive into the arcade beat-'em-up genre after the massive success of *Kessen* was surprising. The result is a sprawling fighter that manages to balance

succinct controls with a dab of accurate strategy. The graphics are good, if bland, whilst the action keeps on throwing up surprises. Those looking for an original PS2 title can't go wrong.

> rated

7

> Graeme Nicholson



It's all very noble trying to show off Sony's new killer technology by animating 50 high-res soldiers fumbling about on a battlefield, but please let us see where they are. The Fog might have done John Carpenter a few favours but this is beyond a joke! It doesn't really matter anyway, as I'm also not too impressed by the rapid disappearance of slain warriors, the lack of any wounds or blood, and phoney character movement.

> rated

4

> Mark Crawley



I have to admit to being a bit partial to arcade-style beat-'em-ups so, as you can imagine, *Dynasty Warriors 2* came as something of a breath of fresh air after enduring the

genre's 32-bit wilderness. Sure, somewhat limited tactics, repetitious gameplay and the nagging suspicion that this should really be a single part of a greater whole (i.e. *Kessen*) prevent it from joining the big leagues, but *DW2* fulfils its somewhat restricted brief rather well.

> rated

5

> Mike Richardson



Dynasty Warriors 2 is a fun game to play and great for taking out stress on, but isn't really all it's cracked up to be. The strategy element is a little too limited and the battles can

be made a little tiresome thanks to an awkward camera system and annoying artificial intelligence. On the plus side however, there are 23 characters to play with and the length of each stage means that this game is guaranteed to sate even the greatest blood lust!

> rated

7

P2 SCORE

> The lack of AI has probably been the main cause for the average score. It's great having huge amounts of pugilists on the screen, but if their actions are non-existent then what's the point? Maybe the promised sequel will repair the problems highlighted here.

6

out of ten

The struggles and pains of war have never been so much fun!

SNOWBOARD SUPERCROSS

An intense, adrenalin-charged experience that makes all other boarding games seem positively lame!

INFO

Publisher
EA
 Developer
EA Sports Big
 Genre
Sports
 Release date
24 Nov 2000
 Origin
USA
 Price
£44.99



1-2 PLAYERS



There are so many snowboarding games on the way for the PlayStation2 it's difficult to see just how any one of them can distance itself from the pack. Snowboard Supercross (or SSX for short) manages to do this tenfold!

Imagine a racing game as fast and as colourful as *Wipeout* with some extreme tricks the likes of which Tony Hawk can only dream of and you still won't even come close to *SSX*. This game is a snowboarding experience the likes of which you've never seen before!

Within minutes of playing *SSX* it is recognisable as that rare breed of game that you could quite happily come back to over and over again. The speed is instantly breathtaking – and it gets faster throughout the game! The speed fortunately never becomes a problem thanks to the simplistic controls that allow you to focus on edging your way through the gloriously detailed tracks. It's actually surprising just how easy the controls are considering the game makes use of pretty much the entire pad. Main control is through the left analogue stick but tap the D-pad and you can perform more controlled flips, the shoulder buttons give you all your grabs and the right analogue stick is used for punching your opposing racers!

Yes, this game has 'arcade' written all over it and if you feel you're being put under pressure from your fellow racers you can give any of your adjacent snowboarder dudes a friendly shove. That is, of course, if you want to take your finger away from the

turbo button! Successfully perform any one of 50 tricks in each of the eight characters' arsenals and you are awarded the chance for a few seconds of boost. The bigger the trick the more boost time you get. When you do boost the screen blurs for a brief second to give a greater sensation of speed. By the end of the game you need to have lightning fast reflexes to stay on top of the race and hold first place!

The game itself is split into Normal race, Showoff Freestyle and Freeride modes, all of which can be tackled on either the World Circuit or Normal modes. Finish in the top three on the World Circuit and you are awarded points that can be used to increase your rider's statistics. Between concentrating on the race and stunts at high speeds it's difficult to appreciate just how impressive the surroundings are. Each of the tracks is a delight to race over with small details, vibrant lighting effects and numerous trick opportunities and shortcuts. *SSX* isn't about following the path it's about getting to the bottom of the mountain in the quickest way possible with zero regard for broken bones!

An excellent techno breakbeat soundtrack featuring the likes of Mix Master Mike and Rahzel puts the ice on a very tasty snow cake. The only thing that lets this game down is a lack of modes. But it will take you quite some time before you attain all of the gold medals with each character and there's always the two-player mode to keep you happy. There may be a lot of snowboarding games on the way but you would be hard pushed to find one as playable and enjoyable as *SSX*.

> Mike Richardson



"As fast and as colourful as Wipeout with some extreme tricks the likes of which Tony Hawk can only dream of..."



It's Fantavision All Over Again!

As if this game wasn't bright and colourful enough already...



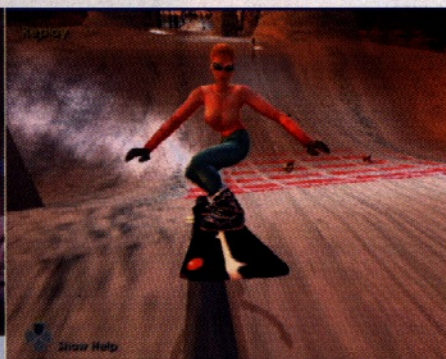
The stunts themselves in *SSX* are mightily impressive but if you manage to be the first one to hit a jump the background will explode in an array of multi-coloured fireworks. Hit the finish line in first place and the world's deficit of fireworks explodes in your face!



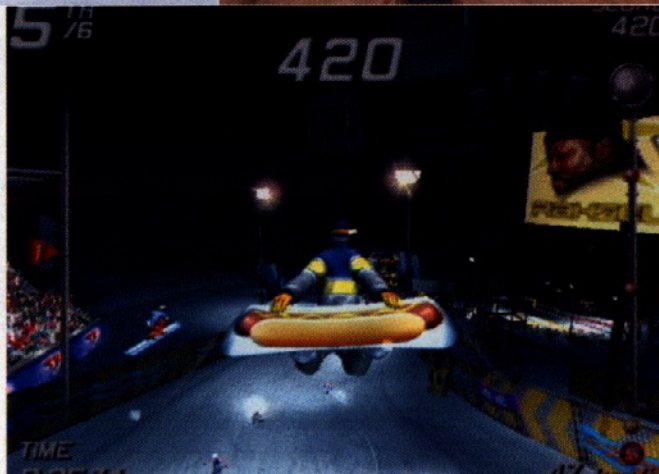


Out Of Control

Scattered around the tracks are speed and stunt power-ups. Collect a stunt power-up and your board begins to glow giving you twice the amount of spinning power in the air!



[ABOVE] If you time it right you can get a good distance between yourself and the pack at the start of the race.
[RIGHT] Since this isn't a sponsorship-smothered simulation you get some pretty mad board designs.



SSX P2 ANALYSIS

"This breath of fresh air could easily become the surprise PS2 title of the year..."

> web



HTTP://SSX.EA.COM

The official Snowboard Supercross Web page is littered with information and media on the game. Both the characters and the courses are covered in full and there's even some movies and screenshots so you can get to know the game. The best thing about this snazzy page however is the MP3s of the in-game music which are ready and waiting to be downloaded.

> why not try...



ESPN X GAMES SNOWBOARDING

This snowboarding game due out soon for the PlayStation2 takes a slightly more realistic approach to the sport. This extreme title has full sponsorship from ESPN which means fully licensed clothes, riders and courses! This is the best looking snowboarding game at the moment on the simulation side of things but is harder to control - it all depends on what you prefer: arcade or simulation.

> TGN



WWW.TOTALGAMES.NET

For the total Snowboard Supercross experience you need to check out the Total Games Network Web site. Here you can find information, tips and screen galleries on all the PlayStation2 games including the arcade snowboard racer SSX. TGN is updated daily so you never have to worry about missing out on the latest from the world of PlayStation2.

> Darren Herridge



EA Sports churns out this little gem for the European launch. Described by many as 'Wipeout on snow', this breath of fresh air could easily become the surprise best-selling PS2 title of the year. It hasn't been hyped like Tekken Tag Tournament and Ridge Racer V, but don't let that put you off. Come launch day, make sure you've tested this beauty before forking out for one of the better known games available.

> rated

9

> Mark Crawley



Enjoyable to a point, but having to press a sequence of buttons to elicit moves doesn't sit well with me. Deducing further are imprecise directional controls (when jumping, specifically), the stilted way in which the characters often seem to struggle through tricks and the inability to turn whilst preparing to ollie. SSX is easily the best snow boarding game to grace a Sony console, it's but still no Steep Slope Sliders.

> rated

7

> Ian Dean



Amongst the mass of updates, revisions and sequels that make-up the PS2's launch lineup are a few highly original and genuinely playable new games. SSX is such a game, once past the opening track a depth of play, options, secret routes, power-up and hidden moves swell up to stun players with almost as much conviction as the impressive graphics grab the throat. SSX is a rare beast that is both simple and depth defying, feeling new and familiar all at once.

> rated

9

> Mike Richardson



This may be just another snowboarding game but the easy controls, original gameplay and the perfectly designed tracks make this a delight to play. This is also one of the first games which looks like it should be a PlayStation2 title - the graphics and particle effects are impressive to say the least. If you like extreme sports games you'll love SSX if you don't then why not give it a try - it may just surprise you.

> rated

9

P2 SCORE

> The first PS2 game to score an impressive 9. Three out of the four reviewers rank this as their favourite launch game, placing it above the likes of Ridge Racer V, Tekken Tag Tournament and even Eidos's highly rated TimeSplitters. EA look set to have the strongest launch lineup.

9

out of ten

Snowboarding's never been so much fun, if you only get one launch title make it SSX.

INTERNATIONAL SUPERSTAR SOCCER

Konami go back to basics with the next gen version of the popular series...

INFO

Publisher
Konami

Developer
KCEO

Genre
Sports

Release date
24 Nov 2000

Origin
UK

Price
£39.99



1-4 PLAYERS



DUAL SHOCK2



The immensely playable ISS Evolution rewrote the rulebook for PlayStation football, not least as it gave ex-

England defender Terry Butcher a role as commentator. Yet Evolution always took second place to the original Nintendo incarnation.

So it's no surprise that Konami has returned to the series' roots and handed development of the PlayStation2 ISS over to the creative talent at KCEO, the team responsible for the Nintendo's series of hit games. The build-up is still an important element to winning, yet the pitches are now rendered to a larger scale offering scope to spread the ball from flank to flank with great ease and success. In fact, the passing all over the pitch is responsive and speedy, only occasionally stalling when the players gaggle together (schoolboy-like) around the ball.

That said, the passing to feet is accurate and accomplished as are the flicked-on balls, chipped through balls and one-two touches. The ball can be dribbled with ease and goals come thick and fast. As with ISS Evolution, combinations of button presses will result in heel-flicks, chipped shots and feint shots – all of which will be required to break the best defences.

Yet, despite similarities to Evolution, this is a new ISS for a new console, so we'd expect there to be changes to a worn formula. Now, instead of power bars, the analogue buttons come into play. Metered shots and passes are now judged with a varied press of the analogue button and the ball can even be swerved, FIFA-style, into the net with after-touch. In fact after-touch is used all over the pitch from crosses to lobbed passes. It takes some

getting used to but ultimately the method is revolutionary.

Elsewhere tactics are still vital, with a focus on diverse play and passing made even more vital by a keen AI program and a pitch that demands coverage of the wings. Team statistics are ever important with a create-a-player option offering the chance to solve England's left-side problem for good.

In fact, the options throughout are excellent. A World League, International Cup, Olympic Cup and a Success mode (an update of the Evolution mode) all offer scope for varied play, with 1-64 player participation and four-player co-operative play proving enjoyable.

Back on the pitch, ISS lacks the sharpness of both the previous ISS Evolution and of the forthcoming FIFA 2001. Despite new details such as real player names, the graphics are shamelessly bland; the animation on occasion skipping frames completely with players vanishing from the pitch for brief moments.

Visual faults aside there is cause for rejoicing. The new faster play coupled with a wealth of skillful moves and workable tactics has maintained the series' grasp on real football.

Whilst hardened fans of ISS Evolution will be disheartened with the graphical flaws and lack of finesse, ISS plays smoothly and thoroughly.

Konami's original ISS team has shied from the challenge to create a new innovative football game. KCEO's International Superstar Soccer is a fast and fluid blend of Nintendo analogue controls and PlayStation tactical know-how. It's just heartening to hear Terry Butcher chime in with his peculiar brand of advice.

lan Dean



Create-a-Player

ISS let's armchair players become the next Beckham with a detailed Creation mode.

Many games feature player creation options, but rarely do these young Frankensteins have a real impact on the game as much as in ISS. Players can alter names, faces and even the Umbro sponsored trainers.

As the various tournaments and cups are completed new skills will become available and assigned to these players. Eventually, a personalised team can be concocted; one that reflects each players' way of playing football.



P2 ANALYSIS

"If you're a fan of the series then you won't be disappointed with this latest instalment..."

> web



KCEO's web page features an English translation and as well as a host of screenshots, movies and the latest information on moves and sponsorships. The site also features the latest news on ISS competitions and news, and despite relating to Japanese players, it's an inspiration to players to get leagues going. There are also a number of good links to Konami USA and Europe as well as fan sites.

> why not try...



EA Sports forthcoming FIFA title is a fresh and breezy approach to football. Available at launch and now on import, FIFA 2001 is a different game to ISS. A basis on speed and fluid play, as well as featuring the renowned TV quality presentation of the Canadian EA division this PlayStation2 version of the massively successful series, will surely please the legions of footy fans.

> TGN



Log-on to our TGN Web site to discover a world of ISS goodness. The site includes some new screenshots, previously unseen, along with some added opinions on the game and a breakdown of the modes and tournaments. There should shortly be some excellent tips and advice on the best tactics, set plays and a rich moves list.

> Mike Richardson



When it comes to football games most people sit in two camps – either FIFA or ISS. In the end it all comes down to personal preference, but if you're a fan of the ISS series then you won't be disappointed with this latest instalment. It features all the usual flair and style as well as the usual array of minor improvements to justify another version – additions that sadly come from the inferior N64 version.

> rated

7

> Darren Herridge



What happened? All they had to do was to take ISS Evolution and give it a PS2 makeover. Instead, we've been supplied with a flashy version of the N64's inferior ISS 64.

Combining two of Konami's development teams for the production of the PS2 version, unfortunately, hasn't worked. A real disappointment! Sorry Konami, still luv ya, but this one's not for me!

> rated

6

> Richard Melville



ISS has long been the definitive football game on the PlayStation. You'll find that this new PS2 version still is, but falls short of the famed ISS Evolution. The reason for this

is the assimilation of two development teams from Konami making the game on new hardware – it was bound to create problems. For us, that means the game is a simple arcade affair that speeds along but lacks depth and any real finesse. The PS1 version, out in November, is a much better prospect for football fans.

> rated

6

> Ian Dean



ISS is a solid football game that manages to blend the tactical play of Evolution with the inspired nuances of the Nintendo's analogue control method. The result is a true

3D experience that whilst looking scrappy around the edges can't fail to impress with its diverse, deep play and moves list. Not strictly the revolution we'd all hoped for but definitely a very playable one.

> rated

8

P2 SCORE

> Our team of expert reviewers have highlighted some major flaws with this title, but overall Konami has still produced an enjoyable football simulation. With various different modes including the exhilarating Success mode, gamers should find this more appealing than EA's FIFA 2001.

A complex and richly rewarding football game that just fails to live up to expectation.

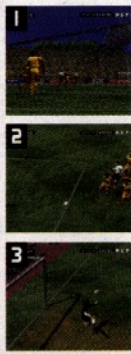
7

out of ten



Sloppy pays the price

Sloppy play in ISS will lead to unwanted goals. Here, a loose ball in midfield isn't gathered and the opposition storm on to dribble through a stunned defence before unleashing a volleyed shot.



"Metered shots and passes are now judged with a varied press of the analogue button and the ball can even be swerved FIFA-style!"

SMUGGLER'S RUN

Midtown Madness' creators head for the hills.

INFO

Publisher
Rockstar
Developer
Angel Studios
Genre
Racing
Release date
24 Nov 2000
Origin
UK
Price
£39.99



1-2 PLAYERS



STEERING WHEEL



If you're going to revitalise an old game idea then you might as well go to the top, and that's just what Angel

Studios have done. The PC developers of the hit *Midtown Madness* have driven their formula for *Driver*-style police pursuits to new heights – quite literally! *Smuggler's Run* takes the rubber-burning chases through tight city streets from *Midtown* (and *Driver*) and transplants them to the mountainous regions of the North American/Canadian border, as well as the dusty small towns of Mexico's desert wastes.

On first play, *Smuggler's Run* feels very similar to *Driver* and *Midtown* – there's a pick-up to be made and an ensuing police chase – but the vast expansive hills and valleys, desert canyons and snowy forests present different challenges from merely hiding in back alleys. The environments are huge and every hill-climb, lake and bridge barricade offers its own unique tactical possibilities. Powersliding through a small cluster of houses in a desert town may lose the cops, but it will also lose you time.

Indeed, the missions on offer in *Smuggler's Run* are far more varied than *Driver* ever managed. Depending on the pick-up, be it medicines or loot, there is a stricter time limit and a different level of police presence. Later missions demand players drive in a team, setting up ambushes and stealing rival gangs' contraband. The diversity of mission goals will also demand varying tactics from a

player. To succeed in *Smuggler's Run* will take more than the ability to lose or avoid the cops. A good driver will need to use the map to plan a route through the vast landscape, discovering abandoned mineshafts or using the more direct rail-tracks to scoot past roadblocks.

However, despite the level of dexterity, both mental and skilful, needed to win through *Smuggler's Run*, there is never a feeling of total involvement. In spite of a running radio commentary from fellow smugglers, the game lacks the humour and lavishly rendered cinematic sequences that drew swarms of players to *Driver*'s Seventies-style kicks. Redneck outback smuggling simply lacks the sex appeal of throbbing through New York's neon lit streets.

That said, *Smuggler's Run* demonstrates the power of the PlayStation2 with great ease. The vast draw distance of each level is staggering and actually serves a greater purpose than simply looking good; being able to reach a summit and spot your next drop-off point presents a breathtaking tactical advantage that *Driver* could never match. The vehicles' physics match up to the grand environments, delivering cars that, whilst initially looking a little stale, crunch and crumple with every hit.

Shallow atmosphere aside, there is little wrong with *Smuggler's Run*. The graphics will stun even the deepest of cynics, whilst the array of sub-games and variety of missions highlight *Driver*'s limitations. If the PlayStation2 can make all old ideas look this good, the future looks very bright indeed.

> **Ian Dean**



Mode Mania

Missions over? Then dabble in the multitude of extras on offer in *Smuggler's Run*.



Smuggler's Run piles on some neat extra modes that make good use of the enormous off-road environments. Many of these modes are touched on in the main game. Crooks and Smugglers features up to eight players driving in teams, fighting to collect the loot and deliver it to the buyer first. Loot Grab is an advanced version of the previous game, only here players compete for multiple bundles and parcels strewn across the level's small towns and temples.

The best mode, however, has to be the open race, where drivers compete in a standard point-to-point race, hitting checkpoints to continue the contest. There are numerous vehicles to select, including buggies, rally cars and jeeps, but the main difference here is that players can take any route to the finish line. Tasty.



[ABOVE] Often players will be forced to make massive leaps of faith in an effort to escape from the police. These may save you in the short term, but every bump will force damage onto your car.



[RIGHT] The maps are littered with obstacles that will either help or hinder the smugglers. These trains come in handy as they can be used to destroy police pursuers, but one false move will mean an early retirement for the player...



SMUGGLER'S RUN

P2 ANALYSIS

"Smuggler's Run demonstrates the power of the PlayStation2 with great ease..."

> web



American publisher Rockstar Games has a very stylish Web page, but there's more to Rockstar than flash visuals. Amongst the animations are some movies and sound files to download, as well as a host of new screenshots and the latest game details. There are also some useful links to the game's developer, Angel Studios.

> why not try...



Wild Wild Racing from Rage features similar off-road cars and buggies to Rockstar's impressive racing game. However, this is a far more traditional affair, with racers launching themselves around circuits in a bid to come first. The car models and track graphics are far more detailed, but ultimately it's a simplistic affair.

> TGN



Our very own TGN Internet page features the latest news and information on this massive racing game. With a number of new screenshots and unseen footage, TGN is the only site to check out if you're serious about discovering the secrets to Smuggler's Run. Along with the latest screenshots you'll find news on the game's special features and a more in-depth look into what bonus modes players can discover.

> Kendall Lacey



First impressions are not always a good thing and Smuggler's Run is a good example of this rule. Play it only briefly and it all seems very monotonous and

uninspired, but give it a chance and it soon becomes more interesting, breaking out from the Driver/Crazy Taxi mould to become a decent driving adventure. Its main strengths are the freedom of movement, huge landscapes and the manic crashes, which bring to mind classic movies such as The Cannonball Run.

> rated

8

> Mark Hattersley



An impressive PS2 game in an oddly understated way. The graphics aren't spectacular, but the playing areas are huge and you can see right to the horizon. The fast-paced

gameplay, long-lasting challenges and sub-games provide excellent value for money! The cops could be smarter and a better developed story wouldn't have gone amiss, but the excellent gameplay makes up for these faults. Well worth getting.

> rated

8

> Mike Richardson



Take Driver, rip out all the buildings, and add in some inhospitable terrain to get a good idea of what you can expect to see from Smuggler's Run. The missions can get a

tad repetitive but this is, nonetheless, an extremely enjoyable game to chill out with – especially in two player. Unless you're after a serious hardcore racing title you can't go far wrong buying this game.

> rated

8

> Ian Dean



Whilst the basis for Smuggler's Run takes on many old ideas found in both Driver and Angel Studios' own Multitown Madness, there is still a fresh

feel to the action. The vast outdoor environments deliver a unique experience that contrasts wonderfully with the tight city streets of Driver. With a little more attention to the scripting and a bit of polish, this could have been stunning. As it stands, Smuggler's Run is a good use of old ideas.

> rated

8

P2 SCORE

> All four reviewers have given this title the praise it deserves. Angel Studios and Rockstar ensured that Smuggler's Run received the extra development time needed to make this an exciting launch title. Comparisons to Driver were predicted, but that's no bad thing. Overall, it's an innovative take on old ideas.

8

out of ten

Basic ideas are given a next-gen makeover that will make PS2-detractors eat their words.

SILENT SCOPE

Shooting people in the head really shouldn't be this much fun...

INFO

Publisher
Konami
Developer
Konami
Genre
Shoot-'em-up
Release date
24 Nov 2000
Origin
Japan
Price
£39.99



1 PLAYERS



We probably owe a debt to Luc Besson for the creation of *Silent Scope*. Although its hero had strange nocturnal

habits, ill-fitting trousers and questionable sexual predilections, Leon made the art of killing (and especially the use of the sniper rifle) very cool indeed.

Whilst the game itself bears no direct relation to the movie, it is clear that without it the killing spree that is at the game's core would cause moral outrage.

Thankfully, Konami has thought of that and has wrapped the story line around not a Mafia hitman but rather one Bryce Estes (hardly the name of a man destined to become a flower arranger). Obviously, he's an ex-marine sharp-shooter recruited by the US government to save the President and his family from a bunch of stupidly-named bad guys who can only be dispensed with the kind of pin-point accuracy that a PSG-1 rifle can deliver – and it's your job to fill his shoes.

Those familiar with the arcade game will feel almost instantly at home as this is ostensibly the arcade game slapped lovingly onto a DVD; it looks great, it sounds great and if you get your kicks from bumping off henchmen then you'll be in gun-toting heaven. However, the lack of gun does detract from the more instantly gratifying appeal of its arcade counterpart. Moving the target with the analogue stick is a little cumbersome and even when you get more accustomed to it, it will never be as fast or quite as satisfying as in the

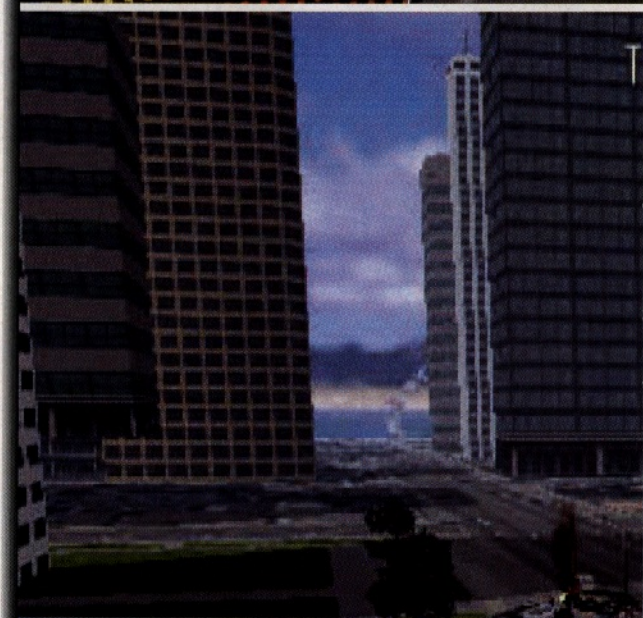
arcades. Then there's the lack of exclusive home-only features – earlier rumours of *Silent Scope 2* appearing on the same disc have proved to be unfounded. Certainly the Training mode has been updated and extended, but even these 'additions' don't really make you feel that there's enough bang for your buck.

However, if you are prepared to overlook the control method, or have never ventured into an arcade, there is still much to enjoy. The stages are incredibly varied and well thought out (you can even choose the route that you take for added variety and a tad of longevity) though some sections are best avoided initially as they're a bit tough for the beginner. What will invariably happen though, is that you'll find a favourite route (see also: easiest) and stick to it, attempting to shave seconds off your previous best, get shot less and improve your accuracy, which over time is immensely enjoyable.

Thanks to its arcade roots, for a short time at least, *Silent Scope* will grip you as you attempt to complete the game and then having done so – a task that won't take too long – you'll play it again and again until you have topped up your testosterone levels.

However, eventually *Silent Scope* will be consigned to the shelf only to be played – and still enjoyed – every few months, if only as a much-needed break from the deluge of racing and fighting games that will flood the PlayStation2 market. A great arcade game that despite having a fairly good aim, doesn't quite hit the target.

> **Simon Phillips**



A Bit Of An Eyefull

Lone hitman turns ladykiller (without pulling the trigger!) in a welcome respite from sniping bad guys...



This sniping lark isn't all work, work, work. In-between all the killing and the bloodshed you get the opportunity to play Peeping Tom. Littered amongst all the levels are a brace of 'beautiful' ladies – will, semi-clad pixelated approximations of the female form – spot them throughout your missions and you'll gain an extra life. Nice!



[ABOVE LEFT] There are some very mixed messages in *Silent Scope*. One minute you get reward for checking out the ladies, the next you have to shoot them! [ABOVE RIGHT] The Stadium section is one of the more tricky to complete as the bugger won't stand still for a second. Best opt for Air Attack as it's much easier!

P2 ANALYSIS

"Tense and deeply engrossing action that, while it lasts, is quite literally a blast!"

> web

SILENT SCOPE



WWW.KONAMI.COM

As this issue of P2 was going to print, Konami of America was busy creating a special *Silent Scope* area in its excellent Web site. So, we'd recommend you keep a close eye on it over the coming months. Oh, and some game called *Metal Gear Solid 2* will probably get its own area too...

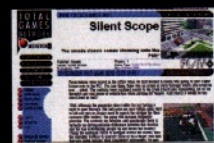
> why not try...



It's a different bag of bobbins this one, but it does involve the use of firearms. Here though, the excellent multiplayer options will ensure that *TimeSplitters* will offer you and your mates months of top fragging action!

TIMESPLITTERS

> TGN



For up-to-the-minute news and some of the finest prose ever committed to the Web you'd better get yourself to the most exciting games-dedicated domain in the whole wide world. They're so good it hurts!

WWW.TOTALGAMES.NET

> Darren Herridge



The transition from arcade to console is usually a smooth affair, but unfortunately *Silent Scope* has lost an integral part of its gameplay on its travels: the gun. The arcade version is an exceptional game, but take away the sniper rifle and replace it with a joypad, and you've got an average console title that's lacking the 'killer touch'.

> rated

6

> Simon Cann



When Konami announced that they would be converting *Silent Scope* to PS2 – without the rifle peripheral of the arcade machine – hopes were not running high for the title.

However, against all the odds they've delivered a near perfect conversion of the game, which delivers some of the most tense and deeply engrossing action yet seen on PS2. Like most shooting games it's somewhat short-lived, but whilst this lasts it's quite literally a blast.

> rated

7

> Graeme Nicholson



Not every arcade conversion works in the home; once the threat of coinage-for-lives is removed the overall challenge sometimes goes with it. *Silent Scope* survives the translation wonderfully, even without the coin-op's plastic rifle, because improving your accuracy is so

extraordinarily compelling. Plus, sniping is cool. The long range extermination of an oblivious foe, the delay between a subsonic round being fired and striking its distant target, the gauging of the wind...

> rated

9

> Simon Phillips



The lack of serious gun peripherals (let alone a sniper rifle!) and no proper home-only goodies means that a top arcade blaster hits the PS2 with awkward controls and a

distinct lack of longevity. It's a shame because this is an engrossing game down the arcades – it just doesn't have the same sort of appeal when you're sat at home on the sofa with a joypad. It could've been something special too...

> rated

7

P2 SCORE

> All of the analysis team agree that this game has lost its spark from the arcade to console conversion due to the lack of a rifle peripheral. Nevertheless it has received some very favourable comments, and will probably attract a lot of attention at launch.

7

out of ten

Clumsy controls and short-lived play spoil an otherwise engaging arcade shooter.



"It looks great, it sounds great and if you get your kicks from bumping off henchmen then you'll be in gun-toting heaven!"

"Cars, pedestrians and nice lighting effects really show off the nightlife of the cities."



**Signal.
Handbrake.
Manoeuvre.**

When the clock is ticking the best way to get round the corner is to lock the wheels and go for the handbrake button. Unfortunately there's no telling what lies in wait around the other side!!



[BELOW] When will other drivers learn that red cars with white stripes always have right of way?! [BOTTOM] The living breathing cities are perfect recreations right down to every single subway station.



INFO

Publisher

Take 2

Developer

Angel Studios

Genre

Racing

Release date

26 Nov 2000

Origin

USA

Price

£39.99



1-2 PLAYERS



STEERING WHEEL

MIDNIGHT CLUB: ST

This is one seedy night club you will want to be entering



Fast racing games are always fun, but set them in a seedy criminal underworld and you're almost

guaranteed an edge-of-the-seat driving experience. Take *Driver* or *Grand Theft Auto* for some perfect examples! Like these, in *Midnight Club: Street Racing* you get to avoid the local coppers around a couple of famous cities. But this time you're trying to impress the resident boy-racers in their heavily modified cars instead of a big time crime boss.

There have been some major improvements since we last saw this game, and it now runs at an impressively smooth sixty frames per second. Before when it was thirty frames, the game did tend to jump a little, but now it can handle all of the on-screen chaos with ease. Cars, pedestrians and some nice lighting effects really show off the nightlife of the cities. In fact the only sacrifice which seems to have been made to keep the frame rate smooth comes with the buildings which do have quite bland uninteresting textures. Still, when you're screaming through the city at 150mph in your racing red sports car,

you're hardly going to stop to have a good look at the walls! Unfortunately, although not unsurprisingly, this game does not include any official licences - which seems to kind of defy the point of a game based around car enthusiasts! You get numerous look-a-likes and some blatant rip-offs to cane around the streets in, but it doesn't quite feel the same as the real deal. This is of course because of the illegal nature of the races and the fully trashable cars. Half the fun in this game comes from screaming the wrong way down one-way streets and ramming every single car that gets in your way!

Self Preservation Society

Illegal street racing does have one drawback – the cops!



Each race against the cream of underworld driving fraternity is difficult enough on its own but when you have to put up with an unforeseen element such as the cops, all ideas of a racing line go straight out the window! The police will pursue and try to take down any speeding cars they see – fortunately for you this applies to the other racers as well.



P2 ANALYSIS

"The handling is smooth and responsive, and the cities large and expansive..."

> web



You have to be a little patient waiting for this Web site to load but it is more than worth your while. It includes the latest information on the game, the cars and the cities the game is based in. It even looks like there are plans to include information on some real race meets on the site – you'll have to keep checking back though, because the information is likely to be updated pretty last minute!

> why not try...



A similar style game from the same company, only this time you're racing across the barren wilderness collecting and delivering some dodgy packages to the needy. The gameplay is more basic but the hugely expansive and extremely rugged off road terrain does make for a slightly more enjoyable ride. It all depends whether you like the buzz of the city or the calm of the countryside.

> TGN



For more information on *Midnight Club: Street Racing* and a whole host of extra images shoot on over to the Total Games Network. Here you can also find extra bits and bobs on *Smugglers Run* (the other Angel Studios racing game for PlayStation2) and a whole racing line up of other PlayStation2 driving games.

> Will Johnston



The many man-hours spent mapping out real cities have taken their toll. Yes, you can drive around New York and see the Wall Street Bull or the Battery Park war memorial,

but only through a windshield that seems to be smeared in Vaseline. Low detail levels aside, *Midnight Club* still manages to provide a few hours of hard-driving entertainment that owes more to *Die Hard Trilogy* than it does to *Driver*.

> rated

7

> Darren Herridge



Illegal street racing around the roads of London and New York will appeal to most console gamers, so Rockstar will probably be tuning up for a sequel to accommodate

Tokyo and Paris very shortly. This title is a well-constructed offering, with detail being its main ambassador. There are various different modes of play to keep even the hardest joyrider entertained. Give it a test drive.

> rated

8

> Ian Dean



Midnight Club feels very second hand, like a lukewarm version of Angel's PC hit *Midtown Madness*. The cities, the handling, the basic

controls and action orientated game modes; they've all been seen before. So, whilst the handling is smooth and responsive and cities large and expansive, the gameplay is simply going through the motions. In the end *Midnight Club*, one of the most exciting licenses around, is spoilt by a lack of excitement.

> rated

7

> Mike Richardson



A fast paced game *Midnight Club* can sadly only be taken in short bursts – any longer and it just starts to get a little too repetitive. The few modes

of play on offer do help to add variety but the main problem comes from the fact that there are only two cities to race around. Worth getting if you're an arcade-racing freak but if you're after a slightly more serious driving experience you may want to try before you buy.

> rated

7

STREET RACING

Needless to say this racer has arcade written all over it. Perfectly controlled powerslides become second nature after the first few races and the handbrake button will never be far from your finger. This adds to the fast gameplay but it does mean the car physics aren't quite what you might expect. Sometimes you can hit another car and quite literally throw it into the air as you drive under the poor victim! Those who prefer simulations may turn their nose up at this game. The downfall about *Midnight Club: Street Racing* however is just how repetitive it can become. Yes the Capture The Flag mode

and multiplayer races add a bit of variety to the gameplay, but the races themselves can get a bit too similar. Matters aren't helped any by the fact that there are only two cities to choose from. The cities may be big but surely it would've been a wise idea to include a couple more – even if it did mean using two discs. As it is, the entire cities are only used to their full in the free drive mode – when you're racing checkpoint to checkpoint you don't really have time to see the sights. *Midnight Club* is undeniably a fun racer, it just feels like so much more could've been done with it.

> Mike Richardson

P2 SCORE

> The team have given *Midnight Club* a slightly indifferent reception. Although they respect the attention to detail and the responsive controls, the overall racing experience isn't enough to keep you coming back for more. Try before you buy!

7

out of ten

One for the arcade-racing freaks, but simulation-seekers should avoid.

ESPN INTERNATIONAL TRACK AND FIELD

Konami's classic series gets a realistic next generation makeover...

INFO

Publisher
Konami
 Developer
KCEO
 Genre
Sports
 Release date
24 Nov 2000
 Origin
UK
 Price
£39.99



1-4 PLAYERS
SONY
 PlayStation
 DUAL SHOCK2



Konami's long running athletics series has entered the PlayStation2 arena unchallenged, except by its own high standards. Forgetting the overly complex *International Track and Field 2*, the series has been a benchmark of undiluted gameplay. So, what can PlayStation2 owners expect from the series' latest version, that the PlayStation original couldn't deliver?

Well, not too much. The most obvious improvements are graphical. The dusty stadiums, gym courts and gleaming Olympic swimming pools are a dazzling sight to behold. The animation will force players into a second take with its realism and effortless detail. The athletes will perform runs, jumps, throws and flops with staggering authenticity. The replays and incidental animations are equally awe-inspiring. A failed medal challenge will result in a frustrated shrug, a win will see the Lycra-clad athlete jump for joy and salute the crowds. And whilst looking a little bland compared to *FIFA* or *NHL*, they capture the atmosphere perfectly.

Behind the lush and inviting visuals, *ESPN Track and Field* has reverted to the simplistic and ultimately more rewarding control systems of the original events. No more than three buttons are needed for most events – hitting X and ● in speeding succession will see the sprinter dart for the finish line. As ever, timing and a keen attention span are key to success.

These controls are spread across a number of familiar events, including the 100m sprint, 110m hurdles, javelin throw, long jump, 100m freestyle swim, pole vault and the weightlifting. These are joined

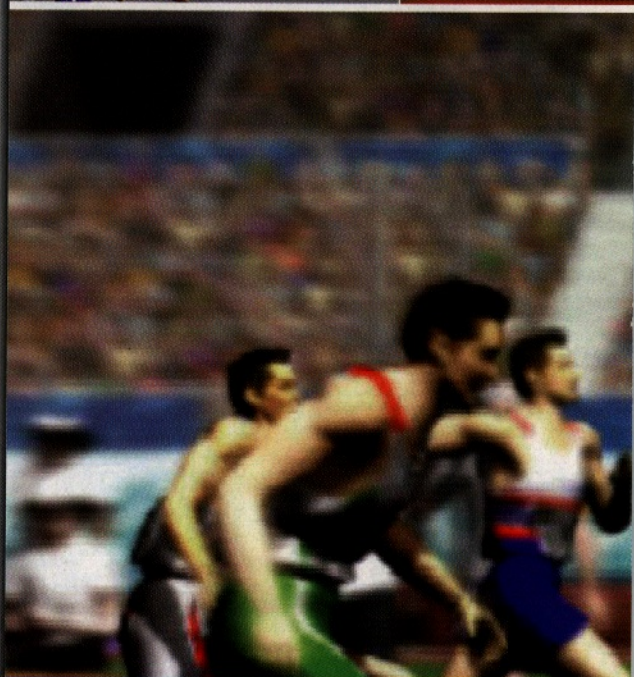
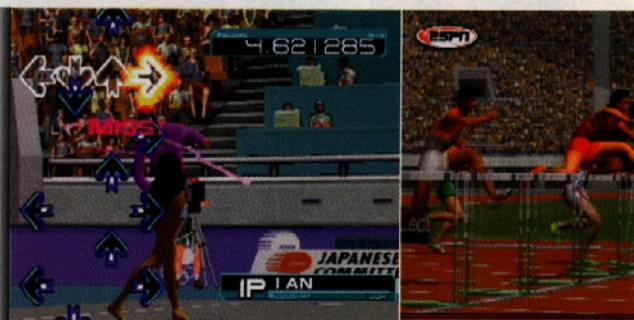
by some new and very playable events. The horizontal bars and rhythmic gymnastics feature a control system stolen from Konami's dancing series, *Dance Dance Revolution*. The buttons are pressed in time to the action and music to perform very elaborate moves. The elegant replays show you the sublime spins and flips you performed, along with missed catches and stumbling tumbles.

The Japanese version has been enhanced for the UK release to include a Championship Tournament – a three-day event that tallies up medal wins, times and points, to offer an overall ranking. The events have also been tightened and the difficulty level raised.

There's little to say that hasn't been said before. Simple controls and intuitive gameplay deliver a game that begs to be played – easy to pick up but difficult to master. The extra modes and secrets that come with extensive play and medal results will remain hidden from many for a long time. It's also encouraging to see the overly complex controls and events of the previous PlayStation title have been removed in favour of a back-to-basics approach that resembles the original game in many ways.

So, whilst neither original nor fundamentally different from the other games in the series, *ESPN Track and Field* does offer next generation gamers a glimpse of what they love about games. A basic look into the heart of gameplaying; a stunningly playable, simple game coated in some of the PlayStation2's best visuals to date. It may be formulaic, but it has the unchallenged finesse to make it top of the series. It may not entice too many new admirers, but it will gratify the fans.

> Ian Dean



Four play

Few games elicit the same competitive responses from people as found on *Track & Field*.

The *Track and Field* games have always been shamelessly basic. Shrugging off the need for advanced control systems and cavernous options menus and instead delivering a game of joyous simplicity.

This is no more evident than in the highly competitive, simultaneous four-player mode, the best events being the 100m sprint, 110m hurdles and weightlifting. The uncomplicated controls force each play onto an even keel with only skill and timing being the deciding factor.

The game can be played either through the Championship mode or the Trial mode, which allows players to select an event to tackle.

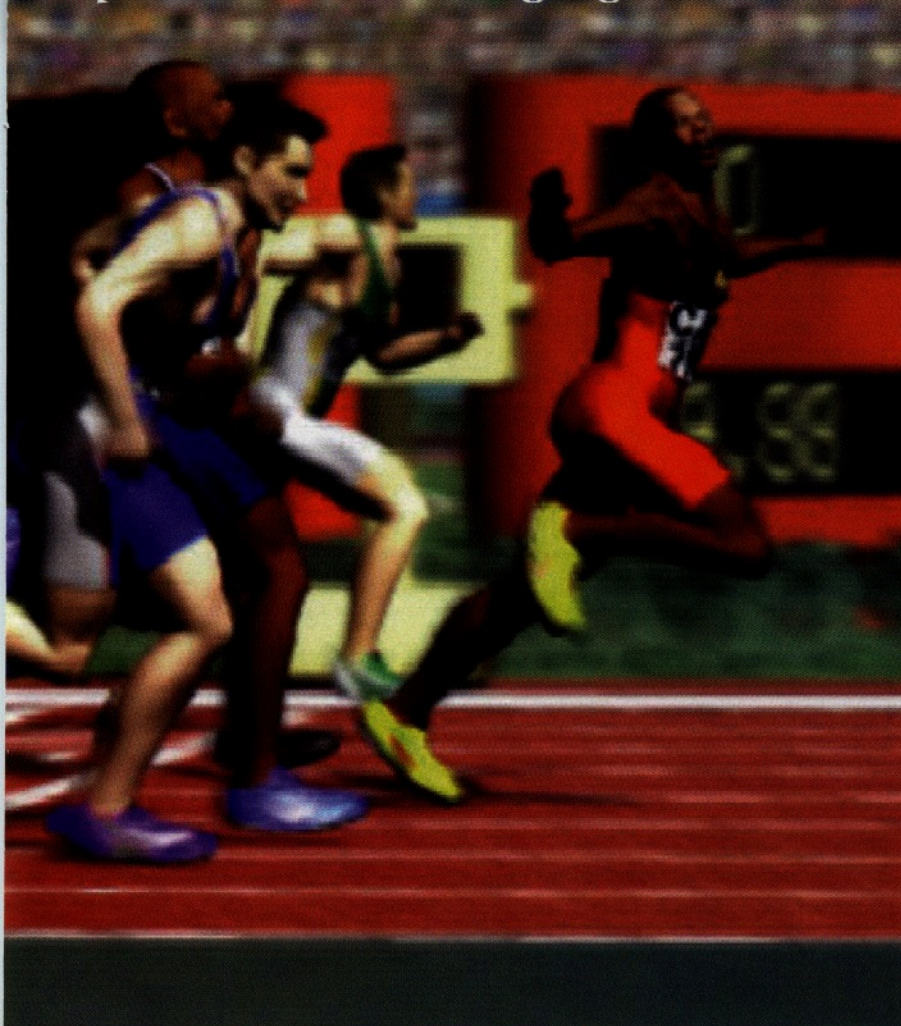


P2 ANALYSIS

"A vast technical improvement that still retains the series' classic playability..."



"The dusty stadiums, gym courts and gleaming Olympic swimming pools are a dazzling sight ..."



> web



Konami of America's Web page features a full breakdown of *Track and Field* the game, as well as a detailed history of the *ESPN* series. There are real-life photos of athletes in action from this year's Olympics in Sydney as well as new artwork and screenshots from the game. The site even offers links to the official *ESPN* magazine and other *ESPN* sponsored games and events.

> why not try...



Silent Scope is another slice of simple and indefinitely addictive gaming. This arcade conversion presents the same basic premise of pitting a layer against the computer and a sharp time limit, with only keen timing to win through. As with *Track and Field* the action and the levels get better with friends, pitting shooting skills and scores against each other offers limited but intense rewards.

> TGN



Track and Field fans can log-on and read all about the previous *Track and Field* game in an old review. There's a selection of new screenshots and further in-depth information on the events of *ESPN Track and Field*. There is also an early preview detailing the events, controls and game modes of the original Japanese version.

> Darren Herridge



Konami has done it again - another edition to the highly enjoyable *Track and Field* series. Button-bashers everywhere raise your hands and repeat after me: "It's Hammer Time!" 12 glorious events, that not only play well but also look better than ever. Get yer hands on a multi-tap, some extra joypads, a few friends and you'll be in heaven. Yes, there are a few flaws, but who cares? "You can't touch this!"

> rated

8

> Simon Cann



The second of this series was a disappointment. However, this PS2 version represents a return to form, with Konami sensibly going back to the game's roots and keeping the action quite simple. The gorgeous graphics help things along, but at the end of the day what makes this so good are the addictive multiplayer tournaments and the varied range of events on offer.

> rated

8

> Richard Melville



Konami is the originator as far as button-bashing sports games go, with a healthy retro arcade and PlayStation heritage. This PlayStation2 version has new events such as the dainty

ribbon-twirling gymnastics event, but the control of each event remains largely the same as before. Furnished with some gleaming hi-res graphics, detailed motion capture and replays, this is a triumph for Konami. Those who have been hooked by the recent Olympics couldn't do any better than this. Unless you're related to Daley Thompson, of course.

> rated

7

> Ian Dean



Going back to the basics of the original *Track and Field* game may seem like a step in the wrong direction, but it presents players with the most addictive and rewarding game

of the series. The graphics are only let down by a lack of detail to the skin and texture modelling. Overall *ESPN Track and Field* is a vast technical improvement that still retains, and revels in, the series' classic playability.

> rated

7

P2 SCORE

> All four reviewers have marked this highly. Konami know how to make good button-bashing software and this is no exception. New events have been included, and with hi-res graphics and quality motion capture this will keep fans of the series happy until the next instalment.

8

out of ten

A formulaic challenge, it embraces the series' high points with visual flair.

WILD WILD RACING

An off-road treat worth getting dirty for...

INFO

Publisher
Rage

Developer
Imagineer

Genre
Racing

Release date
24 Nov 2000

Origin
UK

Price
£39.99



1-2 PLAYERS



STEERING WHEEL



Whilst *Gran Turismo 2000* has all the cars and *Ridge Racer V* all the heritage it's clear that there's a gap. Enter

***Wild Wild Racing* with a twist on the classic console formula meaning bonus littered mini-games and courses packed with secret routes. Take to the hills, valleys and deserts in all manner of tuned buggies, jeeps and V8 trucks in an effort to not only dominate opponents, but also the land itself.**

The first thing that becomes apparent is the level of detail found in *Wild Wild Racing*. The all-terrain vehicles feature some amazing physics. The car models bob and bounce over the slightest hump and bump. They skip and swerve through chicanes, spin on ice, slip through mud and swing, pendulum-like, down the half-pipes of a building site.

In a sense this is *Wild Wild Racing*'s biggest obstacle. The vast tracks, strewn with steep inclines and tree-lined barricades present an instant obstacle to fluid play. Perseverance and practice will be rewarded with responsive controls that when harnessed will enable players to use the landscape to launch into the lead. Despite initially feeling like a pure arcade challenge, deeper play demands a more skill.

More than most games *Wild Wild Racing*'s courses (five in total, including USA, India, Iceland, Mexico and Australia) and their inherent traps and pitfalls are pitched perfectly. No heap or mound is positioned without a purpose. The initially massive tracks soon open into a maze of

shortcuts and secret routes as the game's twelve levels of play are driven.

The detail levied at the track design is followed through into the graphics. The car models are immaculately rendered. Swirling engine parts light up, tyres burn and smoke trails drift in the dirt to create a very solid looking game. In fact few releases on launch will come close to the reflection mapped buggy models found across *Wild Wild Racing*'s forest courses and snow-capped mountains.

The sound mirrors the game's visuals. Unlike other launch titles, it has gone some way to using the PlayStation2's Dolby 5.1 sound to the full. The usual engine roars can be heard, but head closer to a mountain summit and the wind picks up until it is howling. Such effects are not limited to nature. As other racers approach the sound of a humming engine increases, crowd cheers pull into earshot through a corner whilst rainfall grows from a trickle to a thunderous downpour.

Where *Wild Wild Racing* also stretches the formula is in the game structure. Amongst the new features is the Time Attack that tasks players to race each other to the top of an obstacle-packed hill but the best modes lay in the Challenges where players must compete on stunt tracks, ball games and even a basic Quest mode. With persistence *Wild Wild Racing* soon drifts into a league of its own – a league that promises originality and qualified next-generation gaming.

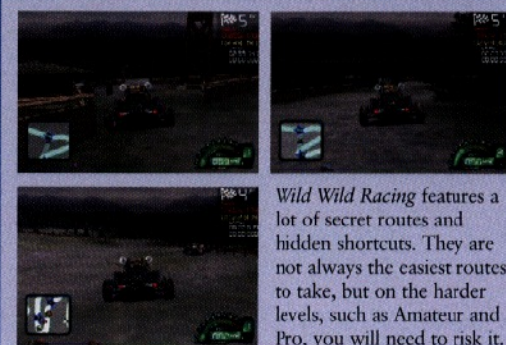
Okay, it may lack the heritage and cars, but it certainly has ambitious ideas that place it ahead of the pack.

> Ian Dean



Route one driving

It ain't all about following the signposts y'know



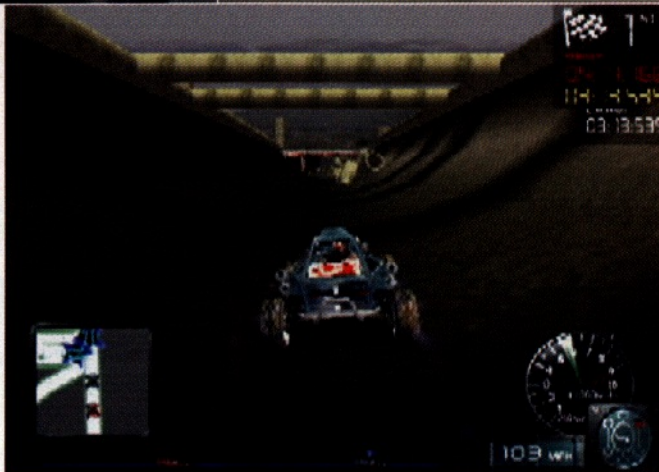
Wild Wild Racing features a lot of secret routes and hidden shortcuts. They are not always the easiest routes to take, but on the harder levels, such as Amateur and Pro, you will need to risk it.



"Crowd cheers pull into earshot through a corner whilst rainfall grows from a trickle to a thunderous downpour!"



[RIGHT] The variety of the tracks pose different challenges, it's not wise to head at full speed through the half-pipe as the car will slip over the edge. Learning how to tackle the environments is half the battle.



WILD WILD RACING

P2 ANALYSIS

"Wild Wild Racing certainly has ambitious ideas that put it ahead of the pack..."

> web



Rage Software has a detailed web site that hosts a variety of new screenshots and facts about Wild Wild Racing as well as information on the Developer's other titles, including UEFA Striker, Incoming Forces and Expendable.

> why not try...



Ridge Racer V is the only launch title that comes close to the pure arcade driving found in Wild Wild Racing. Though it may lack the wealth of game modes and mini-games in favour of a pure driving experience, both games share a similar concept: Easy to pick up but hard to master.

> TGN



TGN features a number of new screenshots not seen on these, or any other pages before along with old previews and further reviews. There is also a full breakdown of the games many modes of play and features. If you really want to discover more about what is shaping up to be the best racing game on launch then this is the site to hit.

> Kendall Lacey



Wild Wild Racing is a tough game due to the highly responsive controls and tough terrain. Once you get the hang of controlling the different buggies and jeeps on offer, the game improves as you discover all the secret routes and shortcuts. With some great sound effects and smooth graphics, this should find a niche market between Ridge Racer V and Gran Turismo.

> rated

7

> Mike Richardson



Wild Wild Racing hardly stretches the PlayStation2 but there is plenty to keep you occupied. The name says it all: wild tracks and wild cars. Unfortunately, unless you

spend a bit of time playing this game you won't get to experience just how wild it is! Until you open the later vehicles it does seem a little slow moving which is a bit of a shame because there is a lot of fun to be had in this game.

> rated

7

> Mark Hattersley



Whilst not the worst launch game for the PS2, this is definitely one of its blander offerings! To be fair, the visuals are nice and many people seem to get absorbed

by the novel gameplay where you complete challenges rather than just win races. But the handling is terrible and turning corners properly is nigh on impossible. Nice graphics - shame they just are not good enough to make up for the cracks in the gameplay.

> rated

6

> Ian Dean



Whilst not too original - these bonus-filled racing games have been wooing consoles for nearly 10 years - the execution is near flawless. The speed, balance of gameplay,

and endless replay value mark Wild Wild Racing as a solid game. Even the subtle sound effects display a sense of innovation, which is sadly lacking in many of the other Japanese releases. Such achievements are only let down by some initially harsh controls and a strict learning curve.

> rated

8

P2 SCORE

> Mixed scores from the team, but placing it between the arcade feel of Ridge Racer V and the realism of Gran Turismo 2000 cannot be a bad thing. Wild Wild Racing could easily be the surprise hit from a large batch of launch titles:

7

out of ten

Solid gameplay that is only let down by a harsh learning curve.



TEKKEN TAG TOURNAMENT

> Previously...



Apart from some barely noticeable borders this is exactly the same cold-blooded beat-'em-up that everybody's playing over in Japan, and only an attentive cyborg would be able to notice any drop in speed. In fact, if anything, this game is markedly better and a hell of a lot more visually appealing thanks to the use of a technique called anti-aliasing. This is something you can learn all about in our feature on page 130.

> Last Score 8

Tekken Tag Tournament is a fine addition to the series and is just as playable as the previous games.

> INFO

Publisher
Sony
Developer
Namco
Genre
Beat-'em-up
Release date
24 Nov 2000
Origin
UK
Price
£39.99



1-4 PLAYERS

Namco adds a children's playground game to the Tekken series...



This is one launch title that needs no introduction what so ever – Tekken is the village bike of fighting

games and somebody just fitted a new saddle.

Tekken Tag Tournament has been riding high in the arcades for what seems like an eternity, but now you have the chance to take the game home with you and bathe in the luxury of financially unrestricted bare fist fighting.

For those who haven't been near an arcade since *Pac-Man*, *Tekken Tag* is basically a culmination of the last three *Tekken* games with fancier graphics, a few unseen moves and new Tag mode. Considering that the whole reason for this game revolves around the tag feature, this

game is somewhat of a disappointment, as having four characters in the battle isn't used quite as well as it is in *Dead Or Alive 2*. The tag moves are far from extensive and the basic changeover is far too slow – often giving your opponent a free punch.

On the plus side this game does have 34 characters (one of which is new) and within minutes you can slide back into that armchair with your favourite moves and combos. This isn't a sequel, it's a glorified compilation with a few extras thrown in to give the regular *Tekken* players something to tinker with – extras that thankfully include a fantastic bowling game! This is the definitive game in the series but don't expect too much that's new.

> Mike Richardson



P2 SCORE

> If you currently own all the *Tekken* games you won't really be missing much by not buying *Tekken Tag*. But if you're a devoted fan to the Mishima heritage, you won't want to miss out on this game. It's not quite all it could've been but it's still another top fighting masterpiece from Namco.

8

out of ten

One of the best fighting games on the market finally reaches UK shores!

RIDGE RACER V

Namco's classic racer gets a second service with its official UK release...



> Previously...



The Japanese import review received some high praise. The simple gameplay proved addictive even for those suckled on the previous four games in the series. There was a sense of disappointment from the panel as a whole, that Namco had shied away from committing to a totally new sequel to the series. But the overall score represented a solid and enjoyable racer that impressed everyone who played in its tight curves.

> Last Score 8

"A stylish, dazzlingly fast racer. Will impress the uninitiated, but depress hardened fans."

INFO

Publisher
Sony

Developer
Namco

Genre
Driving

Release date
24 Nov 2000

Origin
Japan

Price
£39.99



1-2 PLAYERS



STEERING WHEEL



DUAL SHOCK2



The official launch of the PlayStation2 also sees official UK release of Namco's latest addition to the Ridge

Racer series. A revised review of the UK version should set straight the record that argues Pal conversions are sadly lacking.

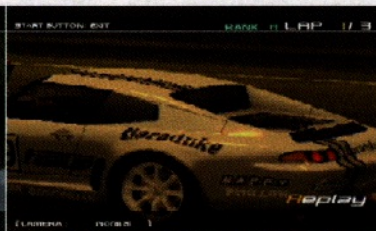
The first noticeable change to the quality is the oppressing borders that sit above and below the game. Crowding and imposing upon the action, these borders highlight Namco's further ambivalence towards the European markets.

Gripes aside, *Ridge Racer V* plays no differently to the Japanese version reviewed last issue. The single massive track that divides with constant play into eight new tracks (four are reversed) remains, as do the vast array of cars.

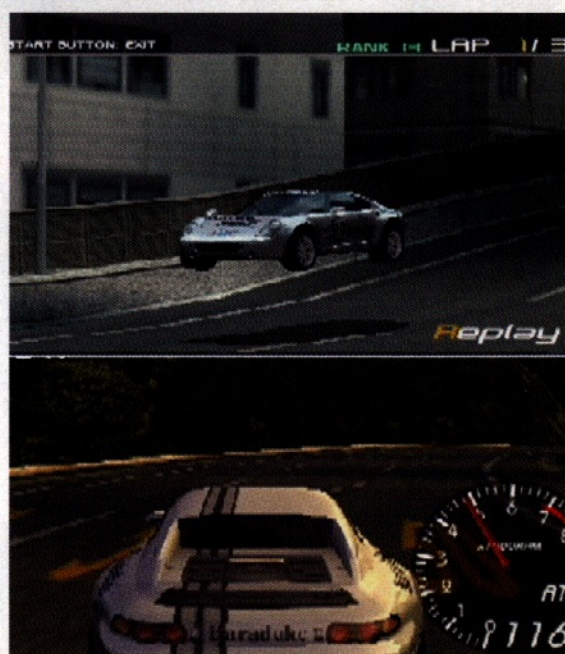
The handling is as precise and robust as ever delivering the classic arcade staple handling. Easy to pick up yet difficult to master, *RRV* will have fans addicted. Indeed, though most players will be able to finish within the top three on their first attempt, few will be able to drive the game further and faster into unlocking the secret cars that include the *Pac-Man* novelty cars.

Aside from the borders, this official UK Pal release bears all of the qualities and faults of the Japanese game. The speed and track designs are still the finest found in any racing game, yet these are still the same basic tracks of the previous four *Ridge Racer* releases in the series. *Ridge Racer V* on Pal is still a brilliant racing game that, more than ever before, is let down by not enough ambition.

> Ian Dean



[ABOVE] The replays retain the same stylistic direction that impressed so much in the Japanese original. The camera will pan and sweep in standard fashion before adding one or two impressive close-ups.



PS2 SCORE

> The latest version of the series offers mixed emotions. Initial play is haunted by a sense of underachievement. Whilst the graphics are glossy, they don't offer a great stylistic break from *Ridge Racer Type 4* and those borders! These are minor gripes in a game that will ultimately impress.

8 out of ten

A fast, addictive game, it doesn't advance the series, but a quality PS2 racer.

FIGHT

*A new console will always inspire
will history reshape the genre's*

Westerners in the late Seventies and early Eighties embraced kung fu like a long lost son. Hollywood opened its star-studded doors to the martial arts expert Bruce Lee, the discos grooved to the sound of Karl Douglas' *Kung Fu Fighting*, and David Carradine trekked the Eastern lands for spiritual enlightenment in the hit TV series, wait for it... *Kung Fu*. Yep, we couldn't get enough!

This huge addiction to martial arts inevitably leapt onto the one format that could really place the person within the action – videogames. *Karate Champ* was developed by Data East in 1984 and the genre hasn't looked back since. We've seen the genre move from the 2D realms of Capcom's *Street Fighter* to the magnificent 3D worlds of Namco's *Tekken* series. The awesome *Streets Of Rage* took us on a journey through the frantic world of the side scrolling beat-'em-up. We've cringed at the feeble attempts by Western developers to produce a half-decent one (*War Gods* and *Bio FREAKS* should jog your memory and restart that nagging twitch), and we've



[ABOVE] *Karate Champ*'s bonus stages included splitting wooden boards with one kick and knocking out charging bulls with a single punch.



[ABOVE] Original *Street Fighter* machines had two pressure pads, one for punch and one for kick. The harder you hit them, the more damage you caused.



[ABOVE] In 1991, *Streets of Rage* became the most popular fighting game ever. It had special moves, a choice of fighters and you could call the police when things got rough.



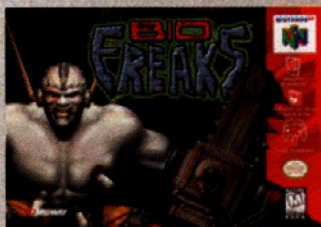
[ABOVE] Even the violence, blood and outrageous fatalities couldn't stop *War Gods* from being rejected by the fighting collective. Touted as the first real 3D beat-'em-up.

a fresh batch of fighting titles, but how future? And do women really care?

applauded the likes of *Soul Calibur* and *Tekken 3*, not only as classics within the genre, but as landmarks in videogaming.

The beat-'em-up will always be a major player; a genre with staying power, gorging on the increased power delivered by each new console. The 24 November 2000 will see the launch of PlayStation2 – without doubt the hardest kid in the playground – and with it comes a batch of sleeker, more dynamic beat-'em-ups.

The one and only Namco will be depositing *Tekken Tag Tournament* into the ring to do battle with Midway's *Ready 2 Rumble: Round 2*, probably the first quality non-Japanese fighting game to grace a Sony console. The winner will face the bouncing beauties of Tecmo's highly acclaimed *Dead Or Alive 2* this Christmas. That melee will soon be eclipsed as the rumours of Namco's *Soul Calibur 2* for PlayStation2 become fact, and a release date is confirmed. The future of the beat-'em-up is looking better than ever. To test out the two big punchers coming your way at the end of November, we've scoured the fight clubs of Britain and found two female martial arts experts who are videogame addicts. Yes, the girls are back in town!



[ABOVE] *Bio F.R.E.A.K.S.* allowed you to fly and fight at the same time. A player could sever an opponent's limb, rendering some of their special moves completely useless.



[ABOVE] *Soul Calibur*, possibly the best beat-'em-up ever made, and one of the few videogames that the Dreamcast can be truly proud of. Namco at its finest.

Sara Wedge

Avid videogamer and Karate expert

Q: Being a games player and an authority on martial arts, how do you rate the Tekken series in terms of authenticity?

A: The beat-'em-up genre has always been my favourite. The Tekken titles have all been very exciting and easily the most life-like of all the fighting games available. There are many different styles of fighting incorporated into each of the characters, which are easily recognisable to the trained eye.

Q: How does the PS2's Tekken Tag Tournament rank within the series?

A: Hmm... I'm not disappointed with the looks... or the fact that all the characters from the three previous editions have been included, but Tekken 3 definitely had a bigger impact on me. The ability to do tag moves with your partner doesn't really add any depth to the game. I've been playing Dead Or Alive 2 on import and that seems to have a more effective tag system. I also find the counter-moves on Dead Or Alive 2 to be an excellent addition. Anyway, I'll definitely be buying Tekken Tag, but I just feel Tekken 3 had that 'wow' factor about it.

Q: Any chance of you wrestling me to the ground?

A: Sorry?!

Q: Umm... how do you rate Tekken Tag against Namco's other classic beat-'em-up Soul Calibur?

A: It's difficult to compare, as Soul Calibur is weapon-based. I still feel Tekken Tag has the edge. You can get away with button bashing in Soul Calibur, which isn't good. If you play a real pro at any of the Tekken games, you'll lose every time, regardless of how fast you bash those buttons.

Q: Finally, what's your opinion on the first batch of PS2 launch games?

A: There are lot of titles that don't particularly interest me, but I still reckon that I'll buy two or three at launch. TimeSplitters and SSX probably excite me the most, but I've seen Smuggler's Run in action and that looks pretty cool.

"I just feel that Tekken 3 had that 'wow' factor!"



[LEFT] Tecmo's *Dead Or Alive 2* has amassed a loyal following in Japan. How the European market will receive the title is a little more unclear.



[LEFT] *Tekken Tag Tournament* has sold nearly 400,000 copies in Japan. Only Namco's *Ridge Racer V* and Square's *Gekikuukan Pro Baseball* have managed to sell more.



Kate Andrews

Enthusiastic console/PC gamer and experienced Kickboxer

"I shouldn't really admit to this, but I'm a huge fan [of Jacko] – he fits in so well"

Q: *Ready 2 Rumble: Round 2* relies heavily on humour. Do you think that could dilute its appeal to hardcore fighting fans?

A: Well, I love hardcore beat-'em-ups and *Ready 2 Rumble: Round 2* doesn't really fit into that category, but I've enjoyed playing it.

Q: So you feel that *Ready 2 Rumble: Round 2* will appeal to all gamers?

A: I feel it's aimed more at, what I call the 'mates' market. Y'know, an evening in with the boyfriend, some friends and a few drinks. Videogames are supposed to be fun, and this has some real likeable characters. It doesn't really matter if the boxing moves are outlandish and not true to the sport. It's about having fun!

Q: I noticed you mostly choose to play as Michael Jackson. Are you a bit of a fan?

A: I shouldn't really admit to this, but I'm a huge fan. I don't know how Midway managed to get him involved in the game, but I couldn't think of anyone more suitable – he fits in so well.

Q: Do you think this puts Western developers on the beat-'em-up world map?

A: I definitely think so. Midway had success with the *Mortal Kombat* series in the early Nineties, but it relied heavily on the fatality moves. I believe they could build this franchise into something bigger, a game more accessible to a wider audience.

Q: Finally, have you decided what PS2 game you're gonna buy first?

A: I'm gonna get *SSX* first. Simply because I've played *Tekken 3* to death and bashed the hell out of *Ready 2 Rumble* on the Dreamcast, so I reckon EA's snowboarding game will keep me occupied for a while.



[ABOVE] *Ready 2 Rumble: Round 2* is without doubt one of the better titles available at launch. It could even beat *Tekken Tag Tournament* to the number one spot.

[ABOVE] Midway's *Mortal Kombat* gave Western fighting fans something to be proud of, but unfortunately, later editions didn't have the depth needed to retain its fan base.

P2 STRATEGIES

Each month P2 will deliver specialist gaming information to enhance all your favourite games.

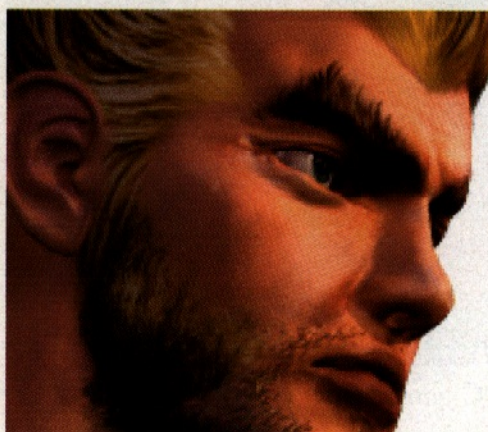
TEKKEN TAG TOURNAMENT: PART 2

MOVES LIST FOR NEXT 10 MAIN FIGHTERS

ISSUE 3 WILL CONTAIN THE CONCLUSION TO THIS GUIDE, WITH ALL THE MOVES TO THE SECRET CHARACTERS.

N FOR NEUTRAL

NOTE: N means the D-pad's neutral position.



Paul Phoenix (continued from Issue 1)

Throws:

- Hold $\leftarrow + \blacktriangle + \times$ Foot Launch
- $\rightarrow$, Hold $\rightarrow + \blacksquare + \blacktriangle$ Push Away
- $\swarrow + \blacksquare + \blacktriangle$ Twist & Shout
- Hold $\swarrow + \blacksquare + \blacktriangle$ Unblockable Ultimate Tackle
- $\blacktriangle + \blacksquare + \blacktriangle$ Ultimate Punch (after Tackle)
- $\blacksquare + \blacktriangle$ Arm Breaker (after Tackle)
- $\blacktriangle + \blacksquare + \blacktriangle$ Ultimate Punch to Arm Breaker (after Tackle)
- Hold $\downarrow + \blacktriangle + \blacksquare + \blacksquare + \blacktriangle$ Black Cloud Strangle (after Tackle)
- Hold $\leftarrow + \blacksquare + \times$ or $\blacktriangle + \bullet$ Counter Attack

NEW MOVES:

- (sidestep) + $\blacksquare$ Turn Thruster
- (sidestep) + $\times$ Pump In Pedal
- $\blacktriangle$ Thunder Palm (while standing)

Tag Moves:

- $\rightarrow$, $\rightarrow + \blacksquare + \blacktriangle + \text{Tag}$ Tag Throw (with any character)
- $\downarrow$, $\swarrow + \times + \bullet + \text{Tag}$ Un-law-ful Special (with Forest Law)
- $\downarrow$, $\swarrow + \blacktriangle + \text{Tag}$ Volley Blast
- ($\downarrow \swarrow \rightarrow$) + $\blacksquare + \text{Tag}$ Come From Below
- ($\downarrow \swarrow \rightarrow$) + $\blacksquare$, Tag Fools Rush In

Eddy Gordo/Tiger Jackson

Special Techniques:

- $\swarrow + \bullet$, $\leftarrow + \bullet$ Barbed Wire to Handstand
- $\times$, $\bullet$, Hold $\leftarrow$ Slippery Kick to Handstand
- $\times$, $\bullet$, $\bullet$ Slippery Kick to Side Flop
- $\rightarrow$, Hold $\rightarrow + \times + \bullet$ Boomerang
- $\rightarrow + \bullet$, Hold $\leftarrow$ Head Banger
- $\rightarrow + \bullet$, $\times + \bullet$ Samba to Slippery Kick
- $\swarrow + \times$, $\times$ Bushwacker
- $\swarrow + \times$, $\bullet$ Shin Cutter
- $\swarrow + \times$, $\bullet$, $\bullet$ Cut Crosser
- $\swarrow + \times$, $\bullet$, $\blacksquare + \blacktriangle$ Cut Cross Header
- $\swarrow + \times$, N, $\bullet$ Cutting Leg Whipper
- $\swarrow + \times$, N, $\times$ Bushwacker to Hot Plate Special
- $\uparrow$ or $\swarrow + \bullet$ Roundhouse
- $\leftarrow + \bullet$ Leg Whip
- $\leftarrow + \bullet$, $\times$, $\times$ Leg Blast
- $\leftarrow + \bullet$, $\bullet$, $\times + \bullet$ Mars Attack
- $\rightarrow + \blacksquare$, $\blacktriangle$, $\bullet$ Shin Cutter Combo
- $\uparrow$ or $\swarrow + \times + \bullet$ Fire Kick
- $\uparrow$ or $\swarrow + \times + \bullet$, $\swarrow$ or $\downarrow$ Fire Kick & Relax
- $\rightarrow$, Hold $\rightarrow + \bullet$ Back Somersault
- $\rightarrow$, Hold $\rightarrow + \bullet$, Hold $\downarrow$ Back Somersault and Scoot Kick
- $\rightarrow$, Hold $\rightarrow + \bullet$, $\times$ Back Somersault and Fire Kick
- $\rightarrow$, Hold $\rightarrow$, $\bullet$, $\bullet$ Back Somersault Crouch



- $\rightarrow$, Hold $\rightarrow + \times$ Lunging Brush Fire
- $\rightarrow$, Hold $\rightarrow + \times$, Hold $\downarrow$ Lunging Brush Fire to Laydown
- $\rightarrow$, Hold $\rightarrow + \times$, Hold $\leftarrow$ Lunging Brush Fire and Fade Away
- $\bullet$, $\times$, $\uparrow + \bullet$ Illusion and Spin Kick
- $\swarrow + \times + \bullet$ Freak Show
- $\swarrow + \times + \bullet$, Hold $\downarrow$ Freak Show to Crouch
- $\swarrow + \times$, Hold $\swarrow$ or Hold $\downarrow$ Toe Tap to Laydown
- $\swarrow + \times + \bullet$ Unblockable Fruit Picker
- $\blacksquare + \blacktriangle + \times + \bullet$ Supercharge
- $\blacksquare + \blacktriangle$, $\blacksquare + \blacktriangle$ Hammerhead (while standing)

Handstand Stance:

- $\rightarrow + \blacksquare + \blacktriangle$ Handstand
- $\rightarrow + \blacksquare + \blacktriangle$ Handstand to Armadillo
- Hold $\downarrow$ Handstand Perch
- $\uparrow$ or $\downarrow + \times + \bullet$ Handstand Tilt Right to Low Kick
- $\bullet$ Handstand to Helicopter
- $\bullet$, $\times + \bullet$ Handstand to Circle Sit
- $\times$, $\bullet$ Handstand to Circle Stand
- $\times$, Hold $\leftarrow$ Handstand to Combo
- Hold $\downarrow + \times + \bullet$ Handstand to Flop Kick
- $\blacktriangle$, $\bullet$, Hold $\leftarrow$ Handstand to Circus
- $\blacktriangle$, $\bullet$, $\times$ Handstand to Carnival
- $\blacktriangle$, $\bullet$, $\times$, Hold $\leftarrow$ Handstand to Super Carnival
- $\blacktriangle$, $\times$, $\times$ Handstand to Calipso
- $\rightarrow$, Hold $\rightarrow + \blacksquare + \blacktriangle$ Handstand to Dive
- $\uparrow + \times$ or $\bullet$ Handstand to Straight Flop
- $\uparrow + \times$ or $\bullet$, Hold $\downarrow$ Handstand to Rotator

Throws:

- $\blacksquare + \times$ or $\blacktriangle + \bullet$ (left) Missile Launcher
- $\blacksquare + \times$ or $\blacktriangle + \bullet$ (right) Shadow Dancer
- $\blacksquare + \times$ or $\blacktriangle + \bullet$ (back) Air Mail
- $\leftarrow$, $\swarrow$, $\downarrow$, $\swarrow$, Hold $\rightarrow + \blacksquare + \blacktriangle$ Rodeo Spin
- $\blacksquare + \times$ or $\blacktriangle + \bullet$ Reverse Throw (facing away from opponent)

NEW MOVES:

- $\blacksquare$, $\blacktriangle$, $\bullet$, $\times$, $\bullet$ 1-2 punches, Backflip, Foot Kickout, Dropkick
- $\swarrow$ (or $\swarrow$) (or $\uparrow$) + $\blacksquare + \blacktriangle$ Jumping Smack Down

↖ + X + ● Crazy Legs
 Sidestep + ■ + ▲, X Duck and Dive
 Handstand + X + ● Handplant Smasher

Tag Moves:

(from opponent's left side) ■ + ▲, Tag Tag Throw
 (with any character)

Forest Law

Special Techniques:

Hold ↖ + ▲, ▲, ▲ Rave War Juggler
 ↖ + ▲, ■ Poison Arrow
 ↖, ↖, ↖ + X Running Side Kick
 X + ●, X, ↑ + ● Back Flipper
 ●, X, ● Shaolin Spin Kick
 ●, ↑ + X Crescent Kick
 ↖ + ▲, ● Elbow Spring Kick
 ↓ + X + ● Frogman (↓ to lay down)
 ↖ + ▲, X, ● Junkyard Kick (juggles)
 ↖ + ■, ▲, ■ Dragon Storm (juggles)
 Hold ↓, any jump, N, ● Somersault Fake
 Hold ↓, any jump + ● High Catapult Kick
 Any jump + ● Low Catapult Kick
 Hold ↓, any jump + X + ● Rainbow Kick
 ↓, ↖, Hold ↖ + X Slide Kick
 ↓ + ●, X Low Kick to Somersault
 ●, X Front Kick to Somersault (while standing)
 X, ● High Kick to Right Somersault
 Hold ↓ or ↓ + ▲, X Body Blow to Somersault
 ↖ + X, X, X, X, ● Triple Head Kick to Somersault
 Any jump + X, ● Jumping Kick to Somersault
 X + ● Quick Somersault
 X + ● Double Dragon (while standing)
 ↖ + ■ + ▲ Unblockable Power Punch (↑, ↑ to cancel)
 ↖ + ■ + ▲ Fake
 (After Fake) ■ Blackout
 ■ + ▲ + X + ● Special Move: Supercharge

Throws:

■ + X or ▲ + ● (left) Headlock Kick
 ■ + X or ▲ + ● (right) Ballbreaker
 ■ + X or ▲ + ● (back) Dragon Bites
 Hold ↖ + ■ + ▲, ■, ▲, ■ + ▲ Headlock Drop
 ↖, Hold ↖ + X + ● Knee Lift
 Hold ↖ + ▲ + X Run Up To Drop

NEW MOVES:

↑ + ● Quick Hitter
 ↑ + X, ● Quicker Hit
 X, ● Rising Blaster (while standing)
 ↓, ↑ + ●
 ↖ + ▲, X, ●
 ↖ + ■, ▲, ■
 ▲ Surprise Riser (while standing)
 Fake Step (↖ + ■ + ▲ punch parry), ▲ Fake and Two Step

Tag Moves:

Sidestep + ▲, ■, ▲, ■ Gut Punches To Power Backfist
 ↖ + ■ + ▲ Overhead Smash



Lei Wulong

Special Techniques:

↓ + X + ● Play Dead
 ↓ + ■ + ▲ Slide
 ↖ + X + ● Back Turn
 ↖ + X + ● Drunk Stance
 ↖ + ■ + ▲ Headbutt
 ↖ + ●, ● Rave Spin
 ↖, N, ■, ▲, ■, ▲, X or ● Punch Rush, Low/Mid Kick
 Hold ↖ + ●, ■, ▲, X or ● Crescent, 2 Punches, Low/Mid Kick
 Hold ↖ + ●, ▲, ■, ▲, X or ● Crescent, 3 Punches, Low/Mid Kick
 ↖, N, ●, ■, ▲, X, ● Five-hit Combo, Mid Kick
 ↖, N, ●, ■, ▲, X, ↓ + ● Five-hit Combo, Low Kick
 ↖, N, X, ● High Crescent, Mid Kick
 ↖, N, X, ↓ + ● High Crescent, Low Kick
 ■ + ▲, ■ + ▲ Turning Punch, Back Uppercut
 ●, ●, X, X Rolling Kicks to Facedown
 ●, ●, X Rolling Kicks to Knockdown
 X, ●, Hold ↑ Triple Jumping Crescents to Back Turn
 X, ●, Hold ↓ Jumping Crescents to Knockdown
 ↖, N, ▲, ■, ▲, ■ Guard Punches to Back Turn
 ↖, ↖, ↖ + ● Flying Hawk Kick
 ↖ + ■ + ▲ One Leg Stance
 ↖ + X + X or ↖ + ▲ + ● Low Combo Breaker
 ↖ + ▲ + X Snake Stance

Moves From Special Positions:

Back Turned:

↓ + ■ Low Backfist to Back Turn
 ↓ + ●, ● Rave Spin
 X + ●, X + ●, X + ● Triple Backflip

Play Dead Position: (Lying face-up, head towards opponent)

↖ or ↖, X, ● Roll, Rave Spin
 ↖ or ↖, ● Roll, Rising Mid Kick

Facedown Position: (Lying face-down, head away from opponent)

↖ or ↖, X, ● Roll, Rave Spin
 ↖ or ↖, ● Roll, Rising Mid Kick

Drunk Stance:

X + ● Double Low Kick to Facedown

Snake Stance:

■, ■, ■, ■, ■ Hopping Punches
 ▲, ▲, ▲ Stabbing Punches
 ■ + X Dragon Stance and Throw

Dragon Stance:

●, ■, ▲, X, ● Five-hit Combo, Mid Kick
 ●, ■, ▲, X, ↓ + ● Five-hit Combo, Low Kick

Panther Stance:

●, ■, ▲, X or ● Crescent, 2 Punches, Low/Mid Kick
 ●, ▲, ■, ▲, X or ● Crescent, 3 Punches, Low/Mid Kick

Tiger Stance:

X, ● High Crescent, Mid Kick

X, ↓ + ● High Crescent, Low Kick
 Crane Stance:
 X, ●, ▲, X Four-hit Combo

Throws:

↖, ↖ + ■ + ▲ Trip
 ↖ + ■ + ▲ Trip and Elbow

NEW MOVES:

Sidestep + ▲, ▲ (or Drunk Stance ▲, ▲) Punch To Backhand
 ↖ + ■ Drunken Recoil Punch
 ↖ + ■ + ▲ Broken Bones
 Sidestep + X + ● Quickstep Smasher
 ↖ + ■ Back and Smash
 ↖ + ■ + ▲ (while in Drunk Stance) Life Recovery

Tag Moves:

■ + X, Tag Tag Throw (with any character)
 (Feet away, face up) X + ● Grab and Toss
 ■ + ▲, ▲ or (back turned) ▲ Carnage Maker

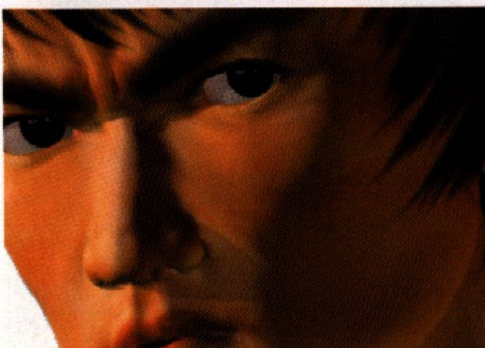
Ling Xiaoyu

Special Techniques:

■, ↓ + ▲ Bayonet Twist
 ▲, ↖ + ■ May Showers
 Hold ↖ + ■ Belly Chop to Forward
 ↖, Hold ↖ + X Raccoon Swing to Back Turned
 ↑ + ■ Single Fan (backward)
 Hold ↑ + ■ Single Fan (forward)
 ↖ + ▲ Butter The Bread
 ▲, ↖ Sunflower to Facing Opponent (while standing)
 Hold ↖ + ▲, ■ Lotus Twist (while crouching)
 Hold ↖ + ▲, Hold ↖ Shady Lotus (while crouching)
 X, ▲, ● Fire Dancer (while crouching)
 ↖ + ● Flower Garden to AOP (while crouching)
 ↖, Hold ↖ + ● Step Kick
 ↑ + ■ + ▲ Double Fan (forward)
 ↑ + ■ + ▲, ▲ Hydrangea
 ↑ + ■ + ▲, ▲, ■ Fortune Cookie
 ↑ + ■ + ▲, X + ● Ginger Snap
 Hold ↓ + ■ Flapping Wings to Phoenix Stance
 ↖ + ■ + ▲, ▲ Spin Sticker
 ↖, Hold ↖ + ■ + ▲, ■ + ▲ X Marks The Spot
 ↖, Hold ↖ + X + ● Front Layout
 ↖ + ■ + ▲ Hypnotist
 Hold ↖ + X + ● Low Back Turn (while crouching)
 ■ + X + ● False Salute
 ▲ + X + ● Greetings
 ■ + ▲ + X + ● Supercharge
 Hold ↖ + ■ + X or ▲ + ● High Combo Break
 Hold ↖ + ■ + X or ▲ + ● Low Combo Break
 Hold ↖ + ■ + ▲, ■ + ▲ Unblockable Thunder Strike

Art Of Phoenix Moves:

↓ + ■ + ▲ Phoenix Stance
 ■ + ▲ Power Wave Crest
 ↓ + ■ + ▲ Heavy Wave Crest
 ↖ or ↑ or ↖ + X, X Double Barrel Shotgun
 ↖ or ↑ or ↖ + ●, ● Double Scissor Kick



↖ or ↑ or ↗, N, X or ● Jumping Prouette
 ●, ↖ Flower Scissors
 ●, X, ↓ Fire Cracker to Sidestep
 → + ●, ● Flower Garden
 ↑ + ●, ● Flower Power
 Hold ↑ + ● Flower Power to Back Turn
 → + ■ + ▲ Back Turn
 → + X + ● Roll Ball

Rain Dance Moves:

← + X + ● Rain Dance
 ↓ + ■ + ▲ Ultra Phoenix
 → + X + ● California Roll to Crouching
 X + ● Spin Tornado to Sidestep (far from opponent)
 ▲, ■, ● Dark and Stormy
 Hold ↓ + X Back Circle Breaker
 → + X + ●, X + ● Cyclone
 →, Hold → + X Back Layout

Throws:

↓ + ■ + X or ▲ + ● Cradle Throw (after Art Of Phoenix)
 Hold → + ▲, ■ Shoe
 →, Hold → + X + ● Back Layout (after Rain Dance)
 ↓, ↗, Hold ← + ▲ Dislocator
 ← + ■ + ● Upper Dodge
 ↓ + ■ + ● or ↗ + ■ + ● Lower Dodge
 ■ + ● Reverse Upper Dodge (after Rain Dance)
 ↓ + ■ + ● Reverse Lower Dodge (after Rain Dance)

NEW MOVES:

↓ + X, ▲, ■, ● Bone Crunchin' (back turned) ●, or ▲, ■, ● Turn and Hit
 ↗ + ▲, ■ Double Jeopardy
 ↓ + ■ + ▲, ■ + ▲ Twist and Wrench
 ■ + ▲ (or ↓ + ■ + ▲) Phoenix Stance

Tag Moves:

→ + ▲, ■, Tag Tag Throw (with Jin)
 → + ▲, ■, Tag Tag Throw (with Heihachi)
 → + ▲, ■, Tag Tag Throw (with Panda)



Yoshimitsu

Special Techniques:

↖ + ■, ■, ■, ■ Door Knocker
 ↖ + ■, ▲ Door Knocker to Back Knuckle
 →, → + X + ●, ■ + ▲, X + ● Shark Attack Blow
 → + ▲ Back Blow
 ↓ + X + ● Indian Style
 ▲ Slap-U-Silly (after Indian Style)
 ● Kangaroo Kick (after Indian Style)
 →, → + X, ■ Unblockable Wood Chopper
 ↑ + ■ + ▲ (↓ to cancel) Unblockable Flea
 →, Hold → or ←, Hold ← Unblockable Running Flea (after Flea)
 ↖ or ↑ or ↗ Unblockable Jumping Flea (after Flea)
 X + ● Wiggle to Kangaroo Kick (after Flea)

↖ or ↑ or ↗ or ● Ground Skip
 →, Hold → + ■ + ▲ Solar Kick
 ■ + ● Healing Life Health Sucker (after Solar Kick or Energy Charge)
 Hold → + ■ + ● Enemy Healing Energy Drain (after Solar Kick or Energy Charge)
 ↖ + ■, ▲, Hold ↗ + ▲ Megaslap
 →, Hold → + ▲ Yoshimitsu Blade
 Sidestep + X + ● Special Move Energy Charge
 Hold → Unblockable Energy Field (after Energy Charge)
 ↗ + X + ● Poison Wind
 Hold ↗ + ■ Unblockable Gold Fist
 ↗, ← + ■ Unblockable Samurai Cutter (while crouching)
 Hold ↗ + ■ + ▲, ← Unblockable Deathcopter Trick
 →, ↓, Hold ↖ + ■ Unblockable Moonsault Slayer
 Hold ← + ■ + ▲ Unblockable Bad Stomach
 Press Any Button Unblockable Poison Breath (during Bad Stomach)
 ↓ + ■ + ●, ← + ■, ■, ■ Unblockable Ultimate
 ↗ + X, X, X, X, X Harikiri Dance

Throws:

↓, ↗, Hold ← + ■ + ▲ Rainbow Drop
 ↗ or ↓ + ■ + X or ▲ + ● Lower Dodge
 ← + ● + ■ Flash (reversal)

NEW MOVES:

↑ + ■ + ▲, ■ + ▲ Pogo Thrust
 ↓ + ■ + ▲ Cydone Lift
 Sidestep + ▲ Shrine
 Sidestep + ■ Inner Palm
 Sidestep + ● Whirlwind
 ↗ + ■ + ▲ Spirit Shield
 ●, X + ● Zag Kangaroo Kick
 ↗ + X + ●, X + ● Flip Stomp To Roo Kick
 ← + ■, X + ● Stone Fist To Side Spin

JUN KAZAMA

Special Techniques:

■, ■ Whiplash
 → + ▲ Tooth Fairy
 X, ●, ●, ● Spinning Low Kick
 X, ●, ●, ●, X Triple Spin Kick
 X + ● Scissor Spin Kick
 ■, X Suikie-Shitakeri Kick
 ■, ▲ Linked Spear Power
 ■ + ●, ▲, ● Three-Ringed Circus
 → + ● Back Spin Kick
 ↓ + ● Threaded Spin Kick
 → + X Devil's Head Fall
 X, ●, ■ + ●, ▲, ● Cutting Legs White Dew
 ■, ■ Suiren-Shuin Punch & Kick
 ■ + ●, ▲, ■ Mountain White Dew
 ■, ■, X Collision Thigh
 ■, ●, ●, ● Motion Cutting Legs
 → + ■ Misty Knuckles
 ← + X Dragon Carriage Kick
 → + X, ●, ●, ● Dragon Carriage Kick Legs
 → + X, ▲ Dragon Carriage Kick Upper
 ■ + ●, ▲, ■, ●, ●, ● Mountain White Dew Legs

Throws:

▲ + ● Serpent Spinner (close)
 ■ + X Arm Cross Hold (close)
 ▲ + ● (or ■ + X) Bell Smasher (behind)
 ↖ + X + ● Hazukan: White Mountain (close)
 → + ■ + X (or ← + ■ + X) Green Monster Counter

NEW MOVES:

X Sparrow Flip (while standing)
 X + ●, X + ● Cartwheel Helicopter (while standing)
 ↖ + ▲ Sweeping Sparrow
 ← + ■ Sparrow Trap



→, → + ▲ Lunging Sparrow
 ← + ■ + ▲ New Throw
 → + ▲, ■ + ▲ Combo McPunch
 ■ Sparrow Gut Punch (while standing)
 ▲ + X Sparrow Pirouette
 Sidestep + ● Boomerang Stomp
 ↑, ↖ Evasive Flip
 ■ + ▲ Double Palm

Tag Moves:

← + ■ + ▲ + Tag Tag Throw (with Jin)
 ← + ■ + ▲ + Tag Tag Throw (with Heihachi)
 ← + ■ + ▲ + Tag Tag Throw (with Kazuya)
 →, ▲ Front Screamer
 ← + X Thirsty Work
 ← + X, ▲ Quencher
 X Riser (while standing)

MICHELLE CHANG

Special Techniques:

■, ■, ■ Through The Heavens
 ↖ + ■, ■ Through The Heavens Shot
 ● Front Thigh Beat (while crouching)
 ●, ■ Front Cross Catch Beat (while crouching)
 ●, ● Front Continue Thigh Beat (while crouching)
 ●, ↓ + ● Front Fan Thigh Beat (while crouching)
 ● Blue Empty Cannon Shot (while standing)
 → + ■ + ● End Causing Through The Heavens
 → + ■ Heaven Cannon
 →, → + ■ Tiger Elbow
 →, → + ■, ● Tiger Continual Attack
 ↓, ↖ + ■ Quick Step Palm Fist
 ↓, ↖ + ▲ Quick Step Collapse Elbow
 ■, ▲ Continual Fist
 ▲, ▲ Cutting Down Collapse Elbow (while standing)
 ↖ + ■, ●, X Spear Bow Thigh
 ■ + ●, X Cut Attack
 ■, ■, ●, X Continual Fist Cut Down
 X, ▲ Cutting Down Through The Heavens



- , ▲, ● Continual Fist Lower Kick
- ▲, ■, ●, X Cutting Down Piercing Bow (while standing)
- X, ▲, ▲ Cutting Attack Elbow Collapse
- , ●, ● Speedy Front Continual Thigh Beat
- , ●, ■ Speedy Front Cross Catch Beat

Throws:

- ▲ + ● Fisherman's Suplex (close)
- + X Front Suplex (close)
- + ■ + ▲ Full Nelson Suplex
- + X (or ▲ + ●) German Suplex (behind)
- X + ●, ● Change Position Thigh

NEW MOVES:

- + X + ● Rising Double Kick
- Sidestep + X, ● Double Crane Kick
- , → + ▲ Hoping Right Punch
- ↑, ↑ Evasive Flip

Tag Moves:

- ← + ▲ + Tag (on ← + ▲ hit) Tag Throw (with Julia)



BAEK DOO SAN

Special Techniques:

- X, X, X, ● Butterfly Kick
- X, X, X, ↓ + ● Butterfly Needle
- X, ● Break Needle
- X, X, ●, X Black Widow
- X, X, ●, ●, X Silver Mantis
- + ●, X Heel Knife
- , ●, X Albatross (while standing)
- X, X, ● Wave Needle (while standing)
- X, ●, ●, X Heat Destruction (while standing)
- , ●, ●, X Flame Hawk (while standing)
- X, ●, ●, X Hurricane Destruction (while standing)
- ↓ + ●, X, X, X Baek's Rush
- ↓ + ●, X, X, ↓ + X Baek's Rush Needle
- , → + ● Hammer Heel
- + X, ●, X Hunting Hawk
- , ↓, ↓ + X Wing Blade
- X, ●, X Break Blade
- + ●, ●, X Triple Threat
- + X, ↓ + ●, X Starlight Blade
- ←, ← + X Flemingo
- ← Flemingo Move (during Flemingo)
- X Heel Cutter (during Flemingo)
- ← + X Heel Hunter (during Flemingo)
- ↓ + X Mach Needle (during Flemingo)
- X, X, ● Flemingo Wave Needle (during Flemingo)
- X, ●, ●, X Flemingo Destruction (during Flemingo)
- X, ●, ●, X Flemingo Hurricane (during Flemingo)
- ↓ + X, X, ↓ + X Snake Kick
- ↓ + X, X, X Snake Blade
- + X, ● Trick Smash

- + X, ↓ + ● Trick Needle
- + X + ● Heel Explosion
- , →, → + X Flying Snake Smasher

Throws:

- ▲ + ● Blue Shark Claw (close)
- + X Hammer Head Throw (close)
- + ■ + X Swordfish Throw (close)
- ▲ + ● (or ■ + X) Starfish Throw (behind)
- , → + ▲ Cobra Bite Throw

NEW MOVES:

- , ■ Double Punch
- + ▲ Power Surge
- Sidestep + ■ Raise Hammer
- X + ● (or → or ←) Flashing Halberd To Flamingo Stance
- ← + ● Heel Lance
- + ● Heel Axe
- ← + ■ + ▲ Parry
- , N, ↓, ↓ + X Mega Blast
- X, ●, X or →, N + X, ↓ + ●, X Crazy Scorpion
- ↓ + X, X, X Low Kickers

Tag Moves:

- (From opponent's left side) ■ + ▲ + Tag Tag Throw (with any character)
- + ▲ + X, Tag Tag Throw (with Hwoarang)

GANRYU

Special Techniques:

- , ▲, ■, ■, ■, ■, ■, ■ Enma Thrust
- ▲, ■, ▲, ■, ▲, ■, ■, ■ Enma Thrusters
- + ■, ■, ■, ■ Right Upper, Enma Thrust
- Hold ↓ + ■ + ▲ Spring Hammer Punch (while standing)
- ↓ + ● Four Thigh Quake
- , ■, ■ Ganryu Combo
- + ▲ Double Hand Swing
- + ▲ Double Hand Upper (while standing)
- + ▲, ■ + ▲ Double Hand Upper (while crouching)
- , ▲, ■ Neck Ring Combo (while crouching)
- ▲, ■, ▲ Neck Ring Combo (while crouching)
- ↓ + ■ + ▲ Table Flip (while crouching)
- ←, ←, ↓, ↓ + ▲ Megaton Thrust
- ←, →, ↓, ↓ + ■ Clash
- + ■ + ▲ Saba Folding Scissors
- + X + ● Hip Press
- ↓, ↓ + ■, ▲, ■, ■ Ring-Out Shave
- ↓ + ▲, ▲, ▲ Kabuki Slap (press repeatedly)
- ↓, ↓ + ▲ Right Upper
- , → + X + ▲ Jaw Smasher (close)
- + X + ▲ Thunder Slap
- ↓ + ■, ■, ■, ▲, → + ■ Sumo Lash High
- ↓ + ■, ■, ■, ▲, ↓ + ■ Sumo Lash Middle
- ↓ + ■, ■, ■, ▲, ↓ + ■ Sumo Lash Low
- Hold ← + ■ + ▲ Atrocity Knock



- Hold → + ▲, ■ Punch Elbow

Throws:

- ▲ + ● Hip Throw (close)
- + X Deity Hold (close)
- ▲ + ● + → Over The Back Throw (close)
- ▲ + ● (or ■ + X) Upside Down Drop (behind)

NEW MOVES:

- + ■ + ▲ Quick Sumo Rush
- + ● Foot Sweep
- Sidestep + ■ Overhead Bear Claw
- ← + ▲ Salt Throw Uppercut
- ↓ + X + ●, ● Lunging Kick From Sitting
- Sidestep + ▲, ■, ▲, ■ Sumo Rush
- ↓ + ■ + ▲ Stunning Push
- Megaton Palm
- ▲ Low Hitting Swipe
- ↓ Low Squat
- ← + ■ + X (or ← + ▲ + ●) Punch Reversal

Tag Moves:

- (From opponent's left side) ■ + ▲ + Tag Tag Throw (with any character)
- (From opponent's left side) ■ + ▲ + Tag Tag Throw (with any character)



ARMOR KING

Special Techniques:

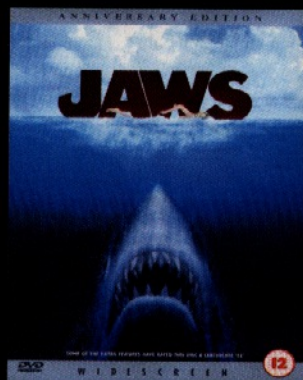
- , ▲ One-Two Punch
- , ▲, ■ One-Two Upper
- , → + X + ● Exploder
- , → + X + ● Satellite Drop Kick
- , → + ● Jail Kick
- + ■ + ▲ Knuckle Bomber
- + ●, ●, ● Ali Kick (close)
- + ●, ●, ●, ● Ali Kick With Counter (close)
- ▲ + ● Elbow Drop (while jumping)
- , →, ▲ Grand Smash
- ↓, ↓ + ▲ Dynamite Upper
- , → + ■ + ▲ Flying Cross Chop
- ↑ + X + ● Double Knee Drop
- + X + ● Frankensteiner
- ▲, ■ Right Straight, Left Upper
- , ▲ Left Straight, Right Upper (while crouching)
- , ↓, ↓ + ▲ Black Smash
- , ↓, ↓ + ■ Dark Smash
- ▲ + ●, ↓, ↓, ↓ + ■ + ▲ Steiner's Screw Driver (close)
- + ■ + ▲, Hold ↓ Super Knuckle Bomber
- ↑ or →, ■ + ▲, Hold ↓ Jumping Super Knuckle Bomber
- ↑ or →, ■ + ● Jumping Moonsault Kick
- ↑ or →, ■ + ▲ Jumping Knuckle Bomber
- ← + ■ + ● Arrow Straight
- + ■ + ● Black Shoulder Attack

(continued next issue)

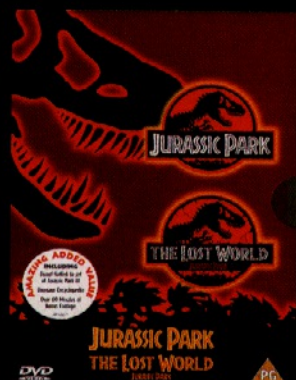
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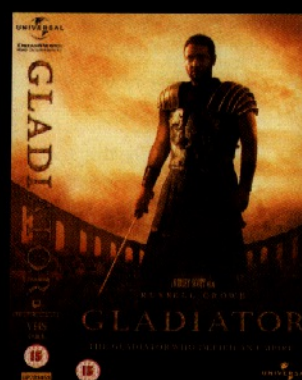
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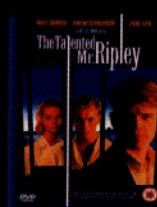
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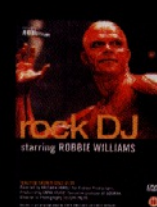
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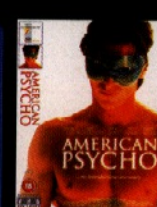
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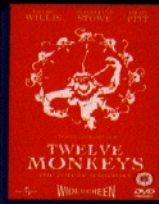
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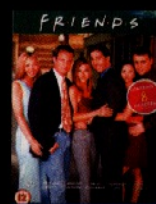
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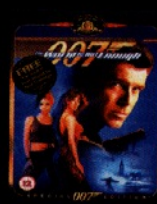
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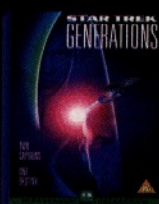
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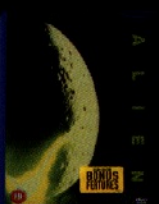
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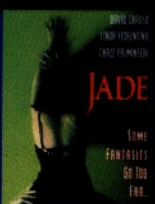
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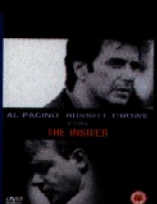
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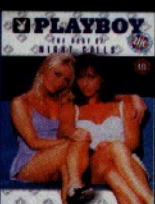
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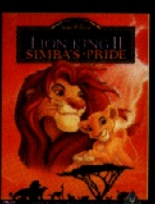
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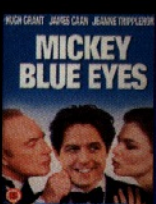
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Gladiator



FEATURES

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The latest news and gossip from the movie world, including the latest on *Gladiator*, *The X-Files* Boxset and we take a dip with this Christmas' sure smash hit, *The Beach*.

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The P2 catalogue featuring the best buys you should own. We've collected and pondered on this ever-changing list of the best DVD buys that are already on sale and ready to buy. Don't think about getting a new DVD until you've checked out this lineup, including *The Matrix*, *The Mummy*, *Men In Black: Special Edition*, *Three Kings* and *Aliens*.

P2 delivers all the DVD news you need to utilise all the PlayStation2's unique capabilities

DVD NEWS



WARNER WARMS UP

Warner is set to release a triumphant trio

Following the release of the *Green Mile* earlier this month, Warner Home Video has declared a further three DVD films for release before the Christmas rush. *A Clockwork Orange*, *The Whole Nine Yards*, and *Any Given Sunday* illustrate the labels depth of quality releases.

A Clockwork Orange marks Warner's classical selection in the lineup, with the most controversial release in British cinema history getting a DVD release on 13 November.

The Whole Nine Yards will be released on 20 November and stars Bruce Willis as contract killer Jimmy 'The Tulip' Tudeski who moves in next-door to meek mannered *Friend's* star Matthew Perry. This is an hilarious black comedy that also features a commentary by director Jonathan Lynn and an interview gallery.

Any Given Sunday, to be released 27 November, took 1.2 million at the UK Box Office and stars Al Pacino as a hard-nosed American football coach of the Miami Sharks. The film was written and directed by Oliver Stone and co-stars Cameron Diaz, Dennis Quaid, Jamie Fox and LL Cool J. *Any Given Sunday* ranks as Warner's major release and comes in a two-disc boxset featuring four exclusive behind-the-scenes documentaries, the 'Making of' featurette, a comprehensive stills gallery, a series of multi-media essays as well as unseen footage and four music videos (LL Cool J and Jamie Fox).



Something to Crowe about

Gladiator is to be released in an epic boxset

Ridley Scott's epic Roman tale of vengeance will get a two-disc DVD release on 21 November. The film that fired the imagination this summer will do it again this winter with fans able to examine the 'making of' the year's biggest film on a special edition boxset.

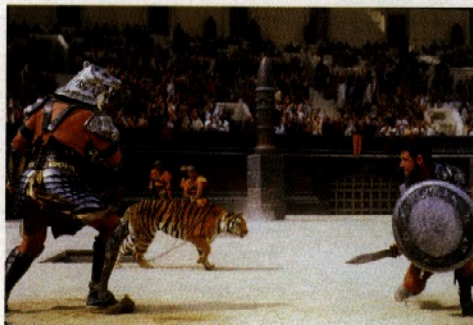
The film itself follows the trials of the great Roman general Maximus (Russell Crowe) as he tumbles from the head of the Emperor's legions at the hands of the viciously jealous Commodus (Joaquin Phoenix). His family murdered and his reputation in tatters Maximus finds himself sold into a rigorous school for gladiators. His sword talents put to good use, Maximus soon becomes the most famous fighter in Rome. With the people on his side the hero of the hour looks set to take down the corrupt Emperor Commodus.

With some great performances from Crowe, Phoenix and Oliver Reed (in his last role) this is a

must-see film. But, on the DVD format it's absolutely vital.

The astonishing special effects and digitally enhanced fight scenes are breath-taking. The first disc of the two-disc set includes: the feature in full Widescreen, audio commentary from Ridley Scott (Director), John Mathieson (Director of Photography) and Pietro Scalia (Editor). The second disc hosts a wealth of rare extras including a 50-minute documentary called 'The Gladiator Games' providing an historical backdrop for the movie, a 'Making of the Music Featurette', Story Board Comparisons, a 100-page Production Journal, Production Notes, Theatrical Trailers, Cast and Crew Biographies, a Photo Gallery and lastly 20 minutes worth of unseen and deleted footage.

Like the film, *Gladiator* on DVD will be an epic home cinema release that is sure to enhance the film's already massive reputation.





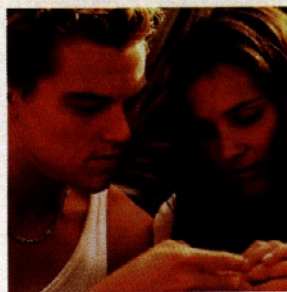
> Crack one open this Christmas

Hit animation flick *Chicken Run* is set to impress this winter.

Aardman Animation's quirky remake of the *Great Escape*, cracked the box-office earlier this year and is set to do it again this Xmas with a packed DVD release.

Chicken Run follows the exploits of some captive fowl as they endeavour to break free from their prison-like egg farm. With a host of top celebrity voices including Mel Gibson as the cocky Rocky Rooster, this is a must-see animated movie. The DVD will come with a number of valued extras, including: three Trailers; Fowl Play – the 'making of' *Chicken Run*; a 20-minute interview; 'Chickens Go In And Pies Come Out' with Director and Aardman co-founders Peter Lord and Nick Park plus DVD-Rom features and more.

Chicken Run will be out on 4 November priced £19.99.



> Get some winter sun on DVD

Hip Brit-flick team break onto DVD with *The Beach*.

Danny Boyle and Andrew Macdonald (*Shallow Grave*, *Trainspotting*) hit the headlines earlier this year with a stunning adaptation of Alex Garland's novel.

A parable on modern life *The Beach* follows the tragic exploits of three young travellers as they search for a fabled untouched, unspoiled beach. Their goal is to discover paradise on earth, yet what they really find is chaos and murder as the idyllic paradise descends into anarchy.

DVD extras for this adrenalin-charged movie include, an Audio Commentary, an original Theatrical Trailer, Behind-the-Scenes feature, 9 Deleted Scenes that includes a never before seen alternate opening and ending, original Artwork plus a lot more.

The Beach will be released on 27 December priced £19.99.



> Sofia Coppola Virgin on greatness

The *Virgin Suicides* looks set to cause a stir.

Sofia Coppola, daughter of Francis, is bringing her debut film *The Virgin Suicides* to DVD. The critically acclaimed film drafting the agonies and ecstasies of teenage life across the screen will be released to buy on 20 November.

Two of Hollywood's most established actors, James Woods and Kathleen Turner star as the uptight parents of five beautiful girls. The film focuses on the impact the five sirens have on their family and neighbourhood through the attempted suicide of Cecilia, the youngest daughter and is brimming over with stories of lost youth and tragic romance.

The DVD extras are being tightly concealed by distributor Pathé, but it's sure to make good use of the cameo performances from Danny De Vito and Scott Glen. There will also be an original Theatrical Trailer.

WIN!

Think you know the answer? This is where we separate the winners from the losers...

THE SWEENEY DVDS



This month sees the release of Thames TV's classic *The Sweeney* series re-mastered and re-released to a baying public, eager for some big-sideburn and tyre-burning car-chase action.

The two DVD sets 'Car Chases' and 'Bank Jobs' feature three episodes each and chronicle the best moments in the series' run.

Both DVDs are available in Widescreen format, and feature a number of excellent bonus extras that will have memories flooding back, including biographies, interactive menus, car trivia, a classic picture gallery and *The Sweeney* facts and figures.

Priced £15.99 and out to buy now, both DVDs are a must for all classic TV fans.

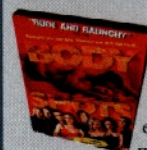
Thanks to PT Video we've got eight copies to give away, so you can find out where *Lock Stock...* got its bottle by answering this question:

What is the name of the Oxford detective played by John Thaw?

- A) Inspector Morse
- B) Inspector Hound
- C) Inspector Wexford

Send answers on a postcard marked 'Capri Gear' to Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS.

BODY SHOTS GIVEAWAY



This month sees the release of the teen ensemble movie *Body Shots* starring the hottest talent in Hollywood.

A night on the town turns from drug induced euphoria to courtroom drama as the rigors of modern living catch up on the bold and the beautiful. Starring Sean Patrick Flanery, Jerry O'Connell, Amanda Peet, Tara Reid, Ron Livingston, Emily Procter, Brad Rowe and Sybil Temchen, this is modern movie that pulls no punches.

Thanks to Entertainment In Video we've got five copies to give away. Answer this question to win:

What sci-fi TV show does Jerry O'Connell star in?

- A) Star Trek
- B) Star Gate
- C) Sliders

Send answers marked 'Ain't You Pretty?' to Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS.

Scream again

Scary antics return in a new boxset

The highly successful *Scream* series has been compiled together for a new four disc boxset that is to send the series soaring to the tops of the US charts.

Even though *Scream 3* has only just been released on rental DVD, a planned boxset that is already available in America should be given a UK release in January 2001.

As with the US set, this will feature four discs that will include the three hit films and a bonus disc of extra features.

The American *Scream* and *Scream 2* discs include, a commentary from Wes Craven and Kevin Williamson, a 'making-of' featurette, behind-the-scenes footage, interviews with the cast & crew, a special effects gallery and cast biographies, out-takes, and a Music Video.

The US *Scream 3* disc, which will definitely get a retail release next

January, includes a commentary by Wes Craven, Marianne Maddelena and members of the crew, deleted scenes, an Alternate Ending with commentary, out-takes, a Music Video for *What If* by Creed, Behind-the-Scenes footage from all three *Scream* films, Theatrical Trailers and TV spots.

The fourth disc features the most interesting extras including a Behind-the-Scream documentary – a feature that allows watchers to edit their own scenes, early screen tests by Neve Campbell, Jamie Kennedy and Skeet Ulrich as well as ROM features that include, a Trivia Game and a Screensaver.



BEING JOHN MALKOVICH



The release of *Being John Malkovich* late last month marked the directorial debut for pop promo master Spike Jonze (*Praise You* – Fatboy Slim, *Sabotage* – Beastie Boys).

Following the aspirations of genius puppeteer Craig Schwartz, played John Cusack, as he struggles to get a name for his craft, the film diverts into chaos and paranoid fantasy.

Thanks to Universal Video we have five copies to give away, so if you'd like to jump into the head of John Malkovich on VHS then answer this question:

What is the name of John Cusack's recent music based comedy?

- A) High Fidelity
- B) Low Fidelity
- C) Medium Fidelity

Send answers marked 'Puppet Power' to Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS.

Straight Talking



Fight Club garnered a lot of attention for its exploitation of violence, but like all the great directors, David Fincher uses the few hyperbolised violent acts in an allegorical sense to add meaning to his film. Star of *Fight Club*, Brad

Pitt, explains all:

"I think films inspire, that's what they are for, that's what we are drawn to, the good and the bad. But the problem is this – art and life. Art and life are a symbiotic relationship. It is a violent world we live in and I don't know how you can ignore that. The point of the film as regards the violence was not necessarily to beat someone up; it was to act out. It was connection and direction and for feeling. An answer to an impending numbness in a sense. In chasing, as the scripts says, *'all the things that advertising has us chasing and ending up, in a sense, finding yourself empty.'*"

He continues, "It's a metaphor and not to be taken directly at face value. Ultimately, our intention was comedy, you know." Before adding, "it's not about beating someone up it's about the experience of a punch, the experience of pain and the wake up call that that could bring."

Brad Pitt states that the film's most violent acts are ideological: "There's a bit where he (Tyler) is saying, 'advertising has us chasing cars and clothes, buying shit, working jobs we hate, buying shit we don't need.' I actually find that more destructive than some of the complaints we have been hearing about violence. I find this truly insidiously damaging, this kind of focus on exterior beauty, things, clothes, and cars."

"IT'S A VIOLENT WORLD WE LIVE IN AND I DON'T KNOW HOW YOU CAN IGNORE THAT"



FIGHT CLUB: SPECIAL

Brad Pitt and Edward Norton land a striking hit in big budget art flick...

>essentials

Price	£24.99
Certificate	18
Year	1999
Director	David Fincher
Starring	Brad Pitt, Edward Norton, Helena Bonham-Carter
Film format	16.9 widescreen
Audio	Dolby Digital 5:1
Chapters	36

When David Fincher, the director of *Se7en* and *The Game*, brought the little read novel of Chuck Palahniuk to the big screen, the moralists took to panic. This was a scathing rally against the status quo, but made with the big budget backing of Hollywood in a climate when fanciful teen heartbreak terrorised the silver screen.

Brad Pitt is wayward soap salesman, Tyler Durden, who jumps into the life of Edward Norton's insomniac crash investigator. A life of examining death has made him a ghost, unresponsive to the most horrific spectacles and living a shallow life absorbed in soulless consumerism. Durden has the answer in the channeled primal aggression of street fighting and together they begin a nation-wide underground movement to bring purpose back to the

lives of the disenchanted and the disenfranchised through the instant brutality of fighting.

Fight Club is a brave film awash with colourful metaphor and infused with a unique voice. It's woven through Fincher's direction and the provoking doctrines of Durden set against the unfettered violence of Norton's faceless narrator. You won't so much watch *Fight Club* as revel in the visceral, explosive style. Add into this cocktail the sensuous Helena Bonham-Carter as Mara and the film takes on a new dangerous dimension. Just as Mara breaks the men's sanctuary, so she will also break your heart.

On DVD, *Fight Club* could not be bettered. Flashing from style to style, swimming in neon-lit romanticism before piling on the grit, *Fight Club* is thick with atmosphere. At times the grime and

Tyler Durden says...



The Face
gotta make the
neone's gotta
gonna say no



EDITION

grit can seemingly be peeled straight off the screen and scraped from under your nail. *Fight Club* attacks the senses like no other film on DVD, and the scathing Dust Brothers soundtrack will tear through your room as the fighters' fists beat into each other.

The extra features on this two-disc set are a testament to David Fincher's involvement in its creation. The breathless commentary features some amusing banter from Pitt and Fincher before Norton filters in with a few keener comments. The second disc is a jewel of cast and crew biographies, behind-the-scenes featurettes and six deleted scenes. There's also a bonus interview with Edward Norton, trailers, original art and storyboards as well as the Dust Brothers' music video.

It's unusual, but *Fight Club* works better on DVD than as a theatrical release. The input of David Fincher from as early on as



the film's scripting and filming is as striking an example of a director's commitment to the format as we have seen so far. From the packaging – a plain brown bag opens to a psychedelic inner sleeve design – to the extras and visual quality, *Fight Club: Special Edition* is a uniquely stunning DVD that echoes the concerns apparent in the feature.

It is a DVD that dashes across the screen in a rush of energy, wit and ideas that the moralists will condemn and the Generation X slackers will misread, but which will touch the rest of us like no other film this year.

> Ian Dean

>disc features



- > Audio commentary with David Fincher, Brad Pitt, Edward Norton and Helena Bonham-Carter
- > Cast and crew biographies
- > Behind-the-scenes featurettes with multi-angle function
- > 6 deleted scenes
- > Edward Norton interview
- > Trailers and TV spots
- > Dust Brothers music video
- > 5 Internet spots
- > Art gallery
- > Original artwork and director's storyboards

FILM

> Heaped in controversy and smothered in excellence.

5 out of five

EXTRAS

> Uniquely coherent specials make for a powerful package.

5 out of five



AMERICAN PSYCHO

> essentials

> Price	£19.99
> Certificate	18
> Year	2000
> Director	Mary Harron
> Starring	Christian Bale, William Dafoe, Jared Leto
> Picture	2.35:1
> Sound	Dolby Digital 5.1
> Chapters	18



Rich, handsome and completely psychotic – the famous serial killer takes a stab at DVD...

Based on the acclaimed book by Bret Easton Ellis, *American Psycho* is a masterpiece in its own right. It may not even scrape the surface of some of the bizarre and twisted stuff that can be found in the pages of the book, but then if it did you wouldn't have the stylish story of the Wall Street psychopath that is presented here on this DVD.

Despite some major event changes from the book, the insane character in the film remains the same and Bale plays it perfectly – he is one of few people who could've pulled it off so well.

The film is both amusing and disturbing at the same time, following Bale's character, Bateman, into his depraved psychotic world. By the end of the film body parts begin to litter his pristine apartment but the piece still manages to maintain a rather dark sense of humour.

The extras on this disc unfortunately do not do the film any real justice. The featurette contains quite a lot of interviews with cast and crew and some behind-the-scenes footage but, like the interview with



Christian Bale, it is far too short. The production notes are also a little too short-lived – in fact the only extra which goes in to any real depth is the filmographies which cover practically every single member of the cast and crew!

American Psycho is an enjoyable DVD and you'd be more than justified forking out 20 quid for it, just don't expect the extras to keep you coming back for more.

> **Mike Richardson**

> disc features



- > Cast and crew filmographies
- > Production notes
- > Theatrical trailer
- > 'Making of' featurette
- > Interview with Christian Bale

FILM

> Doesn't imitate the book but has a lot of fun trying.

4 out of five

EXTRAS

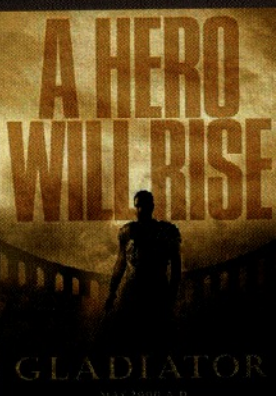
> Minimal extras whet your appetite but have no real bite.

2 out of five



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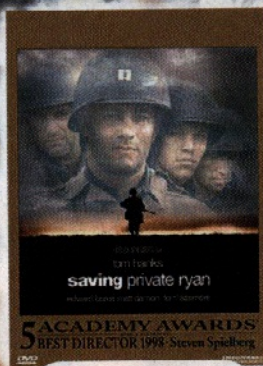
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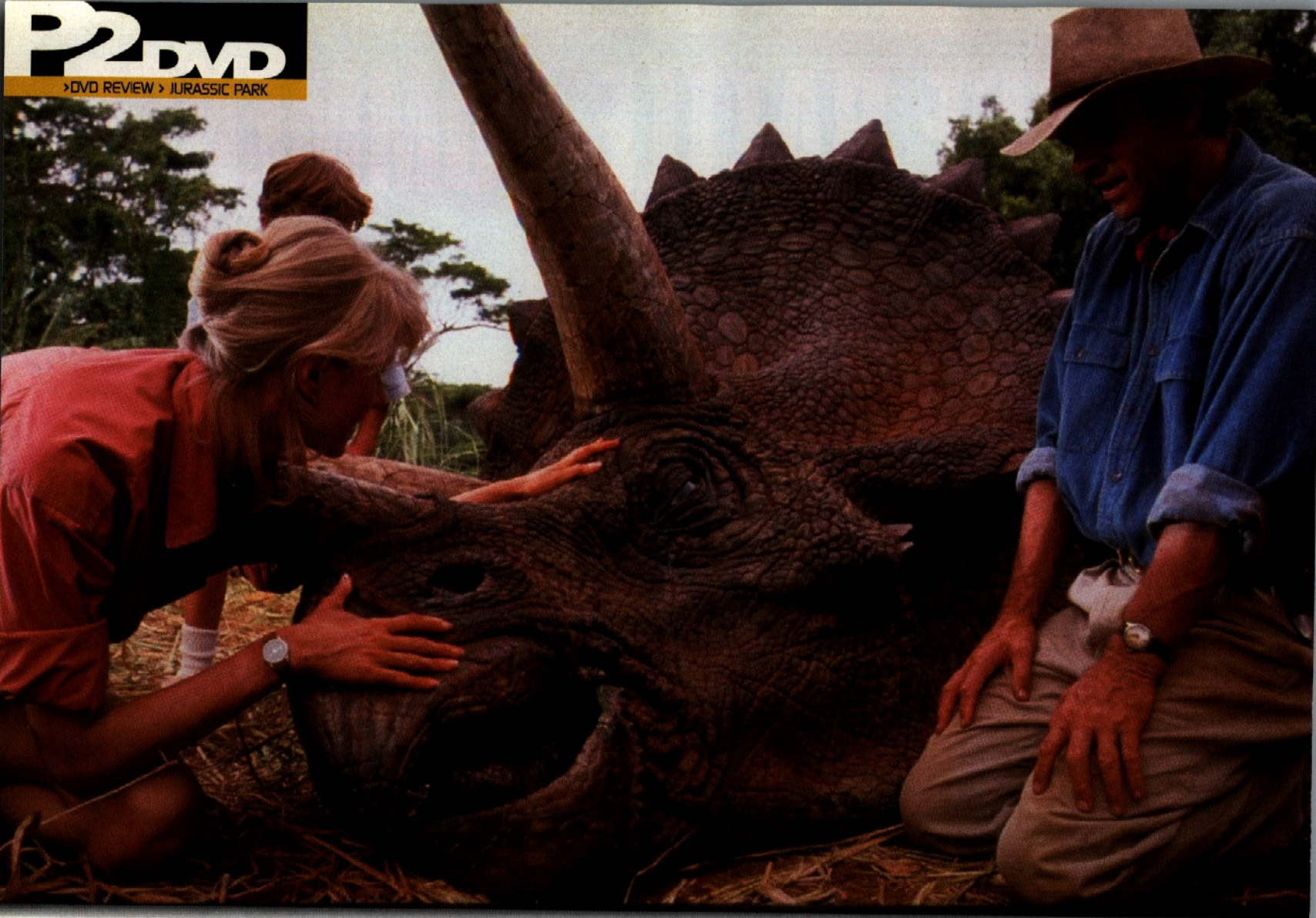


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JURASSIC PARK

Hear that roar? That's the sound of one of the biggest DVDs ever rumbling into town!

essentials



> Price	£19.99
> Certificate	PG
> Year	1993
> Director	Steven Spielberg
> Starring	Jeff Goldblum, Laura Dern, Sam Neill
> Picture	Widescreen
> Sound	Dolby Digital 5.1
> Chapters	20

It has now become a tradition in the film industry for the summer to be dominated by a major 'event' movie. A film so huge in scope that it eclipses everything else around it with outrageous effects and a budget that could probably keep a third world country going for years. Whilst some



of these movies are throwaway bubblegum entertainment of the highest order (they often age badly and are superseded quicker than you can say *Wild Wild West*), luckily the movies of Steven Spielberg are different.

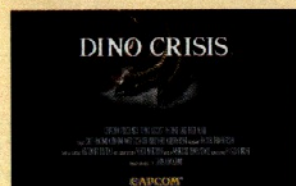
He manages to add a human aspect to the most outlandish scenarios, mixing humour, edge-of-the-seat thrills and breath-taking effects, and has been responsible for many of cinema's biggest hits. *Jurassic Park* is one of those movies that DVD seems to have been invented for, and this special edition does not skimp on the extras. Value for money is certainly the order of the day.

Perhaps the most surprising thing about the DVD package is just how well the main

feature stands up, seven years after its original theatrical release.

The effects in *Jurassic Park* remain special, and whilst we have since seen our Jurassic friends in the television documentary series *Walking With Dinosaurs*, and more recently, looking cute and conversing with monkeys in Walt Disney's *Dinosaur*, *Jurassic Park* is still the king when it comes to raptor thrills and T-Rex terror.

Where Spielberg scores highest is by keeping everything relatively understated, or as understated as it can be when you have long extinct creatures creating havoc! Instead of filling the screen with effects throughout, much of the early part of the film merely introduces the characters. In



It's A Homage

Whilst Spielberg's epic saga can be seen as a homage to early cliffhanger adventures, *Jurassic Park* itself has been responsible for influencing the popular survival horror series on the PlayStation, *Dino Crisis*. Like the movies, the first game is an enjoyable romp with major thrills and spills whereas the second incarnation is simply all-out action!

> disc features



- > Making of *Jurassic Park*
- > Early Pre-production meetings
- > Storyboards
- > Location scouting
- > Animatics: 'Raptors In The Kitchen'
- > Production photos
- > Encyclopedia
- > Production notes
- > Trailers
- > Talent profiles
- > DVD-ROM features

the hands of a less experienced director, these scenes could have had cinemagoers dozing off and the kids getting bored, but Spielberg uses this time to make you feel for these people. Only then does he put them in precarious situations that will have you hoping they survive, as you peek from behind the cushion.



JURASSIC PARK IS STILL THE KING WHEN IT COMES TO RAPTOR THRILLS AND T-REX TERRORS!



The film is full of iconic moments – who can now forget the ripples in the water as the terror approaches, or the kids trapped in the kitchen by inquisitive raptors? Now, thanks to the power of DVD, the rumbling catastrophic effects are more boombastic than ever and if you look past the film itself you will also discover a carefully constructed treasure trove of extras.

The main point of interest is the 50-minute documentary that follows the 'making of' the film as well as a very interesting closer look at the aforementioned 'raptors in the kitchen' segment – which is not only a great insight into one of the trickiest sectors of the film to produce, but great fun too. If you want to know more about the creatures then the

more hard-core fans amongst you can view early storyboards, initial design sketches and notes from throughout production.

Put all this together with the original Spielberg magic and you have an unmissable package which should find a place in every collector's library. Let's hope they get on and do the same for *ET*...

> **Kendall Lacey**

FILM

> A classic Spielberg emotional roller coaster ride.

5 out of five

EXTRAS

> Interesting docco and plenty for the hard-core fan.

5 out of five



Could he look any more smug if he tried?

MAGNOLIA

In the end it will all make sense—honest!

essentials

Price	£19.99
Certificate	18
Year	2000
Director	Paul Thomas Anderson
Starring	Tom Cruise, Melinda Dillon, Jeremy Blackman
Picture	2.35:1 anamorphic
Sound	Dolby Digital 5.1
Chapters	12



The director of *Boogie Nights* returns with a lot of the same cast to work on another gripping character-driven story.

Magnolia is a three-hour epic that weaves together different stories about the lives of several people living in San Fernando Valley. Despite the length of the film it remains gripping right up until the end which is, sadly, a bit of an anti-climax. The finale is certainly unexpected, but it doesn't really draw all of the stories together as you might hope and after three hours of following the lives of these characters you do expect more.

The extras disc on the other hand is a delight. You get the full Frank Mackie (Tom Cruise) seminar from the film just in case your in need a bit of self esteem or women-catching tips! There's also the Make 'Search And Destroy' infomercial, two trailers, nine TV spots and a music video. The highlight of the disc however is the 75-minute featurette, which covers pretty much every aspect of the film.

For the inquisitive there's even a few deleted scenes and out-takes hidden away. At the bargain price of £20 this two-disc set is a must-buy.

Mike Richardson

FILM

An absorbing film with a mildly disappointing finish.

4 out of five

EXTRAS

Extra-packed and perfectly packaged in a two-disc set.

5 out of five

GET CARTER

"You're a big man, but you're out of shape..."

With impeccable timing against the US theatrical release of Sly Stallone's hopeless remake, it's time to welcome back the original

gangsta, Jack Carter. On an eye-catching DVD, there's no better time to 'Get Carter'. Sadistic London gangland enforcer Carter (Caine, rarely better) travels to his hometown Newcastle to attend the funeral of his murdered brother. Instead, he shakes down a gallery of lowlifes involved in porn, gambling and fraud to bring his own brand of justice to the killer.

For one third of the audio commentary, Caine talks about his involvement in Hodges' feature debut. He says he wanted to take on the role because it painted gangsters in a more realistic, gritty light.



essentials

Price	£19.99
Certificate	15
Year	1971
Director	Mike Hodges
Starring	Michael Caine, Ian Hendry, Britt Eckland
Picture	1.85:1 widescreen
Sound	Mono
Chapters	32



Helmer Hodges and cinematographer Wolfgang Sushchitzky contribute the rest.

Elsewhere, one trailer sees Caine apologising for his absence at the premiere. Another sees composer Roy Budd perform the cool, funky theme music (basically, it's an early music video).

Get Carter is a tough, gritty one-man-on-a-mission movie that captures the death of the Sixties atmosphere perfectly. A must-see, especially in today's Britfilm climate.

James Beech

FILM

Cool, steely-eyed Sir Michael Caine is still 'The Man'.

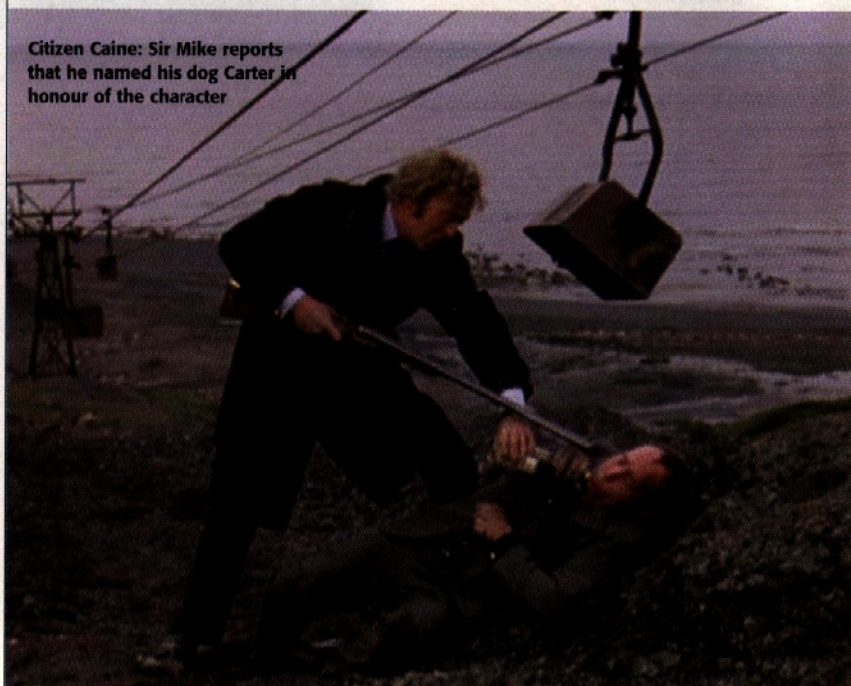
5 out of five

EXTRAS

Commentary is the highlight, US DVD has more.

3 out of five

Citizen Caine: Sir Mike reports that he named his dog Carter in honour of the character



BODY SHOTS

Partying and pondering with Hollywood's bright young things!

>essentials

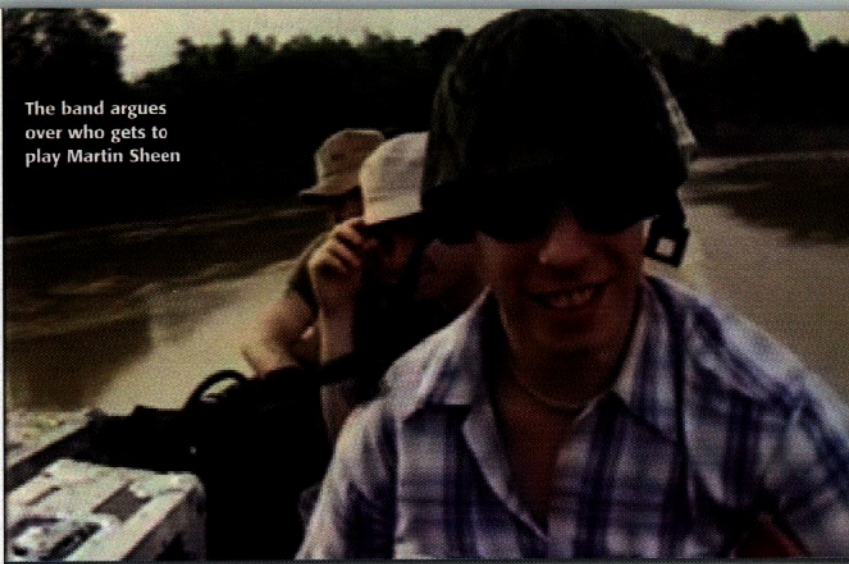
> Price	£16.99
> Certificate	18
> Year	2000
> Director	Michael Christofer
> Starring	Jerry O'Connell, Tara Reid, Brad Rowe
> Picture	16:9 widescreen
> Sound	Dolby Digital 5:1
> Chapters	12

Casual sex is replaced with date rape, and cocaine for cocktails in Michael Christofer's millennial take on the classic *St Elmo's Fire*.

Eight twenty-somethings, including Tara Reid (*Cruel Intentions*), Sean Patrick Flannery (*Powder*), and Ron Livingston's (*Swingers*) playboy drunk roll out for a night through LA's clubland.

A tightly directed movie that tells us little about our lives that we don't already know.

> Ian Dean



The band argues over who gets to play Martin Sheen

STEREOPHONICS: CALL US WHAT YOU WANT BUT DON'T CALL US IN THE MORNING

A video collection going beyond the band...

>essentials

> Price	£19.99
> Certificate	15
> Year	1997
> Director	Pinko/Laurence Dunmore
> Starring	The Stereophonics, Tom Jones
> Picture	4:3
> Sound	Stereo
> Chapters	13

The Stereophonics have earned themselves a reputation as a traditional band driven by traditional methods – good song writing and an appetite for rock 'n' roll living. This has landed the group critical and commercial success.

As with the band themselves, this DVD is a no-nonsense collection of greatest hits. There are 13 videos on offer that span the band's first two acclaimed albums, *Word Gets Around* and *Performance and Cocktails*. There are fan favourites like *A Thousand Trees* and *Just Looking* as well as a couple of rarities that include an early version of *Local Boy In The Photograph* and a version of *Traffic* from TOTP.

Of course, the main draw for this DVD collection is the raw behind-the-scenes footage that tracks the production and filming for *Performance and Cocktails*' videos. This section includes some eye-opening moments as a crewmember is

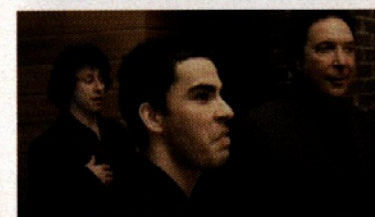


asked to get 200 Thai soldiers to dance in a rain-soaked jungle.

For fans of the band this DVD is a must-have package of classic videos, unseen diary footage and photos that opens the viewer to the quirks of Kelly, Richard and Stuart – even if those quirks are pretty conventional.

Call Us What You Want... is a solid, if unsurprising, snapshot of a hard-working band, working hard.

> Ian Dean



FILM

> A slick if unoriginal collection of fan-friendly videos.

4 out of five

EXTRAS

> No Dolby 5.1 marks this as a missed opportunity on DVD.

3 out of five

TOPSY-TURVY

Leigh-ding the way on Gilbert and Sullivan

After the Palme D'or winning grit and realism of *Secrets & Lies* comes *Topsy-Turvy*; a lavish, opulent, glittering film on the careers of opera innovators Gilbert and Sullivan.

Yet despite the visceral excesses there is much of Mike Leigh behind *Topsy-Turvy*'s stage curtains. It's his style that overshadows and drags; the lingering camera merely forces you to sit through not just the final show, but its meticulous rehearsals, confining the great performance by Jim Broadbent to the backstage.

> Ian Dean

>essentials

> Price	£19.99
> Certificate	12
> Year	1999
> Director	Mike Leigh
> Starring	Jim Broadbent, Allan Corduner, Timothy Spall
> Picture	1.85:1 widescreen
> Sound	Dolby Digital 5:1
> Chapters	24

FILM

> Too slow and drawn out to appeal to non-opera lovers.

3 out of five

EXTRAS

> The commentary reveals methods behind the direction.

2 out of five





ERIN BROCKOVICH

One woman takes on a mighty corporation with only faith and good looks on her side...

Okay, so on paper it doesn't sound like such a hot proposition. "Small town woman joins a law firm and takes on huge corporation for the good of the people. Based on a true story." From that description it sounds as if we are in Monday night movie on Channel 5 territory. But don't be put off, because if you miss *Erin Brockovich* then you are missing out on a treat.

What makes this stand out from the crowd is a sparkling central performance from Julia Roberts and an understated, but equally impressive, turn from Albert Finney as her boss. The story, although you can instantly guess how it turns out, is engrossing and you will soon find yourself rooting for the underdog. (There is also something strangely arousing about hearing a slew of profanity coming from the mouth of Julia Roberts...)

Fans are also in for a treat with this DVD as it contains many deleted scenes,

>essentials

> Price	£19.99
> Certificate	15
> Year	1999
> Director	Steven Soderbergh
> Starring	Julia Roberts, Albert Finney, Aaron Eckhart
> Picture	16:9 Widescreen
> Sound	5.1 Surround
> Chapters	44



interesting commentary and a featurette on the real woman behind the movie. Overall, a brilliant movie backed up with a decent package. Highly recommended.

> Kendall Lacey

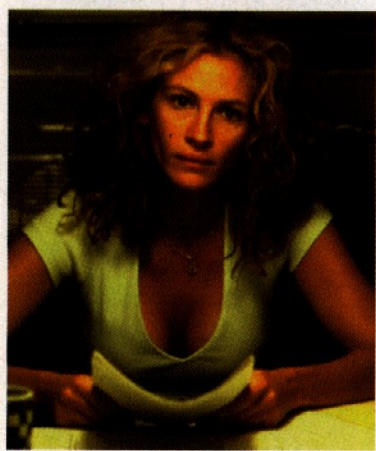


FILM **5** out of five

> Excellent performances make for a surprise cinematic treat.

EXTRAS **4** out of five

> Meet the real Erin Brockovich in a revealing DVD package.



GHOST DOG WAY OF THE SAMURAI

Kick-ass action with a heart...

>essentials

> Price	£19.99
> Certificate	15
> Year	2000
> Director	Jim Jarmusch
> Starring	Forest Whitaker, John Toney, Cliff Gorman
> Picture	1.85:1 Widescreen
> Sound	Dolby Digital 5.1
> Chapters	15



Ghost Dog, an African-American killer for the Mafia practices the art of the Samurai. When a contract fails The Dog must protect himself but stay true to his beliefs. FilmFour packs three out-takes and little else, although the sound makes the most of the great hip hop score. Blending the examination of a hitman's profession (Leon) with the action and mysticism of Hong Kong cinema proves to be an inspired move.

> James Beech

FILM **4** out of five

> Thoughtful and soberly realistic. A cracking thriller.

EXTRAS **3** out of five

> Lacks the docco and extras present on the Arisan DVD.

DICK

One of the greatest scandals of all time – and that's just the film!

Did you know that the Watergate affair was actually uncovered by two dippy high school blondes? Sadly the plot is as plausible as the acting in this mediocre comedy about two girls who are employed as dog walkers at the Whitehouse! Surprisingly the extras do make up for this.

For your money you get one deleted scene, a blooper reel, filmographies, featurette and a commentary – although quite why you'd want to spend this much time with the film is a mystery!

> Mike Richardson

>essentials

> Price	£19.99
> Certificate	12
> Year	1999
> Director	Andrew Fleming
> Starring	Michelle Williams, Kirsten Dunst, Dan Hedaya
> Picture	1.85:1
> Sound	Dolby Digital 5:1
> Chapters	28



FILM **2** out of five

> There are worse films but there's no reason to suffer this!

EXTRAS **4** out of five

> An impressive array of short-lived extra features.



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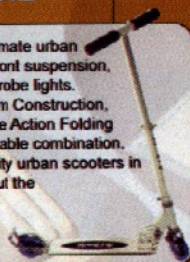
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Bond always did have a way with the girls!

DIAMONDS ARE FOREVER

Diamonds may be forever, but this is Connery's last Bond movie...

Sean Connery takes the helm for one last time to battle it out against the classic villain and murderer of his wife - Blofeld. In *Diamonds Are Forever* Bond is investigating a world-wide diamond smuggling ring when he discovers that Blofeld is behind it all and sets out for revenge.

Amusingly, Blofeld is played by Charles Gray, who also appears in *You Only Live Twice* and is killed by another actor also playing Blofeld!

This Bond disc is stuffed to the brim with extras and silly facts. The original 30-minute *Inside Diamonds Are Forever* documentary is extremely interesting, as it covers all the decisions made over what should happen to Bond after Lazenby left.



>essentials

> Price	£19.99
> Certificate	15
> Year	1971
> Director	Guy Hamilton
> Starring	Sean Connery, Jill St John and Charles Gray
> Picture	2.35:1 anamorphic
> Sound	Stereo
> Chapters	32

Also on the disc is another documentary looking at the life of Albert Broccoli, four deleted scenes, a load of trailers and a commentary that has been carefully edited from interview clips. Odds are if you've bought the rest of the Bond films on DVD you're going to get this one - if you haven't, then why the hell not?

> Mike Richardson

FILM

> Action scenes and girls make it Bond-style enjoyable.

3 out of five

EXTRAS

> Glossy front-end with high standard of extra features.

5 out of five



GOOD GUYS WEAR BLACK



FILM

> Good fights are hindered by poor picture quality.

2 out of five

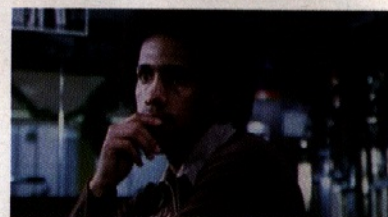


A FORCE OF ONE

FILM

> The best of the bunch, is still mired by low quality.

3 out of five



THE OCTAGON



FILM

> Good image quality, but dragged down by few extras.

2 out of five

>essentials

> Price	£16.99
> Certificate	15/18
> Year	2000
> Director	Ted Post, Paul Aaron and Eric Karson
> Starring	Chuck Norris, Lee Van Cleef and Jennifer O'Neil
> Picture	16:9
> Sound	Dolby Digital
> Chapters	13

Chuck Norris kicks back in a spate of DVD releases...

Chuck Norris shot to fame in the late Seventies following a series of charismatic fights in Bruce Lee's *Enter The Dragon* and *Way Of The Dragon*. These three films were a result of his ensuing fame.

A Force of One (1979) was the first, and arguably greatest, of Norris' starring role movies in which a traditional series of explicit kick-boxing fights hold together an action-packed story of drug trafficking and revenge. *The Octagon* (1979) was the second of Norris' early movies, a stylish karate movie imbued with a sense of myth and an abundance of violence as Norris high kicks his way to vengeance. The third kick-about, *Good Guys Wear Black* (1980) really lifted Norris into the big league. A

larger budget and some pedigree direction raised this Vietnam-set karate flick above the standard exploitation movies of the era.

All three of these releases lack extras and sound options, but the action is slick and as a footnote to modern action moviemaking they're vital. With BBC2's excellent 'I Love The Seventies' series just wrapped up, this is the only place to see a parade of fine mullets for some time.

> Ian Dean

EXTRAS

> No extras take the shine away from Norris' best movies.

1 out of five

DVD HEAVEN

If you've bought a PS2 lately you've not only got the most advanced games machine on the planet at your disposal, it can also play your favourite films. We sat down and compiled our top 50 titles – considering both the film and the extras – to try and give you a good foundation from which to start your collection.

Disc	Rating	Genre	Info
Alien Legacy Boxset	18	Sci-Fi	It may contain <i>Alien Resurrection</i> but this is still the best boxset on the market.
American Pie	15	Comedy	A superb teen comedy with a load of extras to hold your attention.
Austin Powers: International Man of Mystery	12	Comedy	Truly a laugh-a-minute film, with some shaggy-dog extras.
Blade	18	Action	An excellent, fast-paced, vampire-slaying movie on a more than adequate disc.
Blair Witch: Project, The	15	Horror	A truly disturbing and highly original psychological horror with some first-rate extras.
Bulldog	15	Action	Best known for the 'car chase scene' this classic film has a justly deserved disc.
Bug's Life, A	PG	Animated	A stunning disc containing one of the funniest computer animation epics.
Casino	18	Crime	A Scorsese masterpiece on an above average disc.
Contact: SE	PG	Sci-Fi	A prime example of how a film should transfer onto DVD.
Das Boot: DC	12	War	One of the greatest, most compelling war movies ever made.
Die Hard	18	Action	Hardly an array of extras but this is still the best of the trilogy.
Dr. No: SE	PG	Action	The first and still one of the best Bond films, with a load of tasty extras.
Drive: SE	18	Action	An extremely underrated film with some extras as good as the fight scenes.
Drunken Master	15	Action	This still remains one of the best Jackie Chan films and the extras do it justice.
El Mariachi/Desperado	18	Action	Two great films on one disc with a load of extras thrown in for good measure.
Exorcist, The	18	Horror	The classic horror film, packaged on a stunning disc with some shocking extras.
Eyes Wide Shut	18	Thriller	Kubrick's final work of art is done proud on this DVD.
Fifth Element, The	PG	Sci-Fi	A modern sci-fi classic on a moderately loaded disc.
Gearhead, The	15	Thriller	An edge of the seat thriller with a superb twist.
Gattaca	12	Sci-Fi	An ingenious sci-fi story which has no need for over the top special effects.
Ghostbusters	PG	Comedy	One of the best comedies ever made on one of the greatest discs ever produced.
Good, The Bad And The Ugly, The	18	Western	The greatest Western ever made – made even greater by this disc.
Great Escape, The	PG	War	A classic war film, perfectly presented on DVD.
Iron Giant, The	U	Animated	It may not be Disney but this cartoon has all the warmth and plenty of extras.
Jaws 25th Anniversary	12	Horror	Still enjoyable today, this is a classic that will never sink.
LA Confidential	18	Crime	A gripping story with some high-class extras.
Last Broadcast, The	18	Horror	A little known horror on a great DVD.
Lock Stock And Two Smoking Barrels	18	Comedy	This may not be the Director's Cut but it still has a much more appealing disc.
Mask Of Zorro, The	PG	Action	A fine version of the age-old tale on a more than worthwhile disc.
Matrix, The	15	Sci-Fi	Explosive action scenes and a packed disc make this a must-have.
Men In Black: LE	PG	Sci-Fi	The limited edition version of this Will Smith movie really shows off how a DVD should be done.
Mummy, The	15	Action	A great film to collapse in front of, with some top extras to hold you in your seat.
Mystery Men	PG	Comedy	The heroes may not know what they're doing but whoever put this DVD together was definitely clued up.
Night Of The Living Dead	18	Horror	One of the best zombie films ever made, on an unearthly disc.
Opposite Of Sex, The	18	Comedy	A very entertaining film with some outstanding extras to satiate your needs.
Ronin	15	Action	Some of the best modern day car chases and a disc that's worth chasing after.
Rush Hour	12	Action	The best of the Hollywood Jackie Chan films on a surprisingly interesting disc.
Shakespeare In Love	15	Romance	A superb romance story with a whole host of extras.
Shogun: The Beginning	15	Drama	An edge-of-the-seat, feel-good film brilliantly presented on DVD.
Sixth Sense, The	15	Thriller	An excellent film with a superb twist, given the disc it deserves.
South Park Bigger, Longer And Uncut	15	Comedy	A feature length <i>South Park</i> with a handful of extras.
Stigmata	18	Horror	An enjoyable horror film with equally enjoyable extras.
Taxi Driver	18	Drama	The De Niro Seventies classic is reborn on DVD.
Chair Saw Massacre, The Texas	18	Horror	A true demonstration of how a hack 'n' slash film should be made.
There's Something About Mary	15	Comedy	Very funny and extremely enjoyable film on a great disc.
Thing: CE, The	18	Horror	John Carpenter's classic given the treatment it deserves on DVD.
Thomas Crown Affair, The (1999)	15	Crime	A highly enjoyable disc and a rare example of a remake that actually works.
Three Kings	15	War	A great modern-day war film, loaded with armour-piercing extras.
Transporting	18	Drama	An often eye-opening Nineties British classic, transferred well onto DVD.
Twelve Monkeys	15	Sci-Fi	A superb documentary puts the icing on the cake for this great disc.



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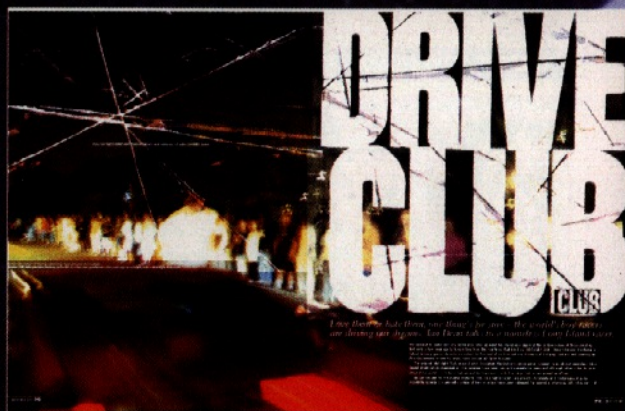
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Pre-order problems

After reading your magazine and watching the video, I decided that I needed a PS2. So I went to a large electrical store advertising that they were taking orders.

I placed an order for a PS2, but none of the assistants had a clue about exactly what to do. They said it will be here some time before Christmas, they weren't able to tell me the retail price, and they didn't know whether I had to order games now or whether I had to buy them on the day.

Thanks to your magazine I seemed to know more than they did about the retail price and so on, but I still haven't ordered any games. Do I have to buy them on the day?

I do think the way that the PlayStations are being allocated is fair. Especially after the N64 fiasco a couple of years back. But it would be useful if more people knew exactly what they were supposed to do when they ordered.

Kind regards and all that,

Daniel Ladd, Swindon

I'm not a happy camper, and do you know why? I queued up early on 7 September to place my pre-order and pay my deposit thinking I was safe. This morning I got a letter saying thanks for placing the pre-order but, "Due to popularity and demand for Playstation2 we are unable to confirm specific delivery dates at the moment but please bear with us".

After all my precautions I'm STILL not guaranteed one on the 24 November. I could cry! Great magazine though.

Love and stuff.

Jamie (Contacted by email)

P2 This is the most disturbing news yet heard about Sony's controversially over-complex pre-order system. Despite worrying news from America where Sony

has slashed the number of PlayStation2s that would be available for US launch from 1 million units to 500,000, it still seems that the UK will receive its full quota of 200,000.

It may be that some UK shops, on hearing about the cut in the US, have predicted the worst. However, information coming out of Sony suggests no such knock-on effect. In fact some would say that Sony and high street stores that have taken your down payment are now legally bound to deliver a PS2 on 24 November. It's worrying, but not overly so.

If any other readers have nightmare pre-order stories and woeful tales please get in touch.

Take the needle off the record

I bought your magazine just after I'd pre-ordered my PS2, to see what was coming my way in the months to come.

I could not believe the amount of bile directed at the Dreamcast. I own a PlayStation, DC and N64, and find this kind of 'my console is better than yours, nah, nah, nah, nah' thing very tiresome and immature. Surely it's the games that matter, not the platform its on. As for Brian Jones' letter saying that the DC's games are 'shoddy', well that's just crap. Does he seriously consider *Crazy Taxi*, *Resident Evil: Code Veronica*, *Soul Calibur*, *Virtua Tennis*, *Shenmue*, *Jet Set Radio*, *Powerstone 2* and *F355* (which has made it, unlike *F360*) to be shoddy? Do you?

The DC is not perfect. I have had many a heated debate with Sega Support about bad online connection and SoE's [Sega of Europe] lack of un-metered net access, but it is a great console, with some top class games. Can you please tell me if this will be the tone for future copies of your magazine, because if it is, I'll not be buying any more issues. There is room for more than one console in the marketplace; competition is good after all.

Thanks for listening,
Nero (Contacted by email)

P2 We're sorry you feel this way, not least as all we printed in P2 were the bare - facts no more, no less. We're not living and breathing in some sort of bubble, we know that good games, influential games, exist on other platforms.

The buzz around *TimeSplitters* wouldn't exist without the N64's *Goldeneye*, whilst *Dead Or Alive 2* wouldn't register a blimp if it had not already appeared on Dreamcast. Yet, both games will get hyped PlayStation2 releases because they are advances over the previous

versions: *TimeSplitters* is faster than *Goldeneye*, *Dead Or Alive 2* is more advanced with a multitude of improvements and extra features.

Likewise, the Internet capabilities of the Dreamcast compared to the future PS2 broadband connection is far superior: faster, bigger and more professionally managed. We, here at P2, are not knocking other consoles. If you look to the reviewer panel you'll notice many writers come from Nintendo and Sega bases, but people are into the PlayStation2 because it's the most powerful, the most professionally managed and the most important games hardware release to arrive in five years.

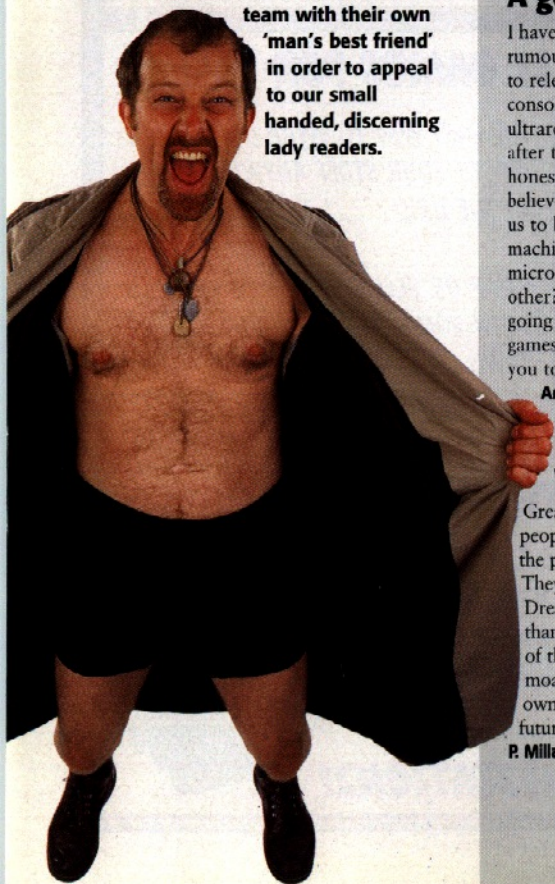
Ooh lady, lady

I must draw your attention to an equal opportunities matter. In the first issue of your magazine you had four pages of lap dancers and a good look at Ai Fukami for the lads, but just coy head-and-shoulders shots of 'The Team' for your lady readers' delectation!

A few nice-looking chaps larking around with peripherals would redress the balance, widen your readership and perhaps even the appeal of a 'Man's Best Friend'!

With best wishes,
Jean Brodie, Solihull, West Midlands

P2 What can we say? We didn't mean to turn you off with a lack of toilet literature. Obviously future issues will have to feature various members of the team with their own 'man's best friend' in order to appeal to our small handed, discerning lady readers.



Dreamcast wingers

Great mag. Why do people complain about the price of the PS2? They say the Dreamcast is cheaper than PS2, so buy one of them and stop moaning! Let PS owners get on with the future and not the past.
P. Millard, Gloucestershire

THE BORED BOARD

Got a point of view, an opinion or are just plain bored? Email us your views and we'll print them. It's a lot more fun than work...

MGS2 sites sighted

Hi, I was surfing the web, and found a pretty decent site or two for MGS2. Here they are: www.metalgearsolid2.co.uk - this is fair, but is pretty crap, and www.metalgearsolid2.org - and if that doesn't work, try <http://videogamesnet.com/biohazard/mgs2/>. This site is excellent, and has loads of info and detail. Thought you might like to tell your readers of P2 about it! Just a thought! The mag is WICKED, and this is probably the most detailed magazine I have found! Keep it up!
Daniel Ives

Pre-order Madness

I have been told that if I pre-order now I won't be able to get a PS2 till Feb!
Craig B

A genius?

I have recently heard rumours that Sony are to release a new console meganet/infraface ultrarealitydrive shortly after the PS2. Can we honestly be led to believe that Sony expect us to buy two next gen machines within twenty micro-seconds of each other? I myself am going back to board games and I implore you to join me!
Anonymous.

Going through the change?

I am wondering if you would be able to answer a question for me. The question is as follows: When they first brought out PS1 it was good but a few months down the road they made changes to it. What I want to know is are they going to make any changes to the PS2 in the near future? Also what is the story about the Hard-Drive e.g. size etc. and the modem e.g. speed etc. Are there extra peripherals, and are they going to cost much?

Kindest regards,
John Rafferty (Contacted by email)

P2 This is a good point. Constant development of a console is a good thing. It advances game development and gives the machine a greater life expectancy. However, it can irritate those that bought the machine at launch. As far as plans for changing the PS2, there seem to be none of significance. Sony will obviously need to bring the price down at some point, but it's clear that the PS2 has been designed with the future in mind. Broadband net support will bring down the cost of software and a future Hard Disc Drive will dispel the need for continuous memory expansion. Most interesting is the hidden port at the machine's rear that will offer access to an as yet unnamed graphics card. It's clear that the PS2 has been developed with expansion in mind and not regression in the face of lower price points. Cheaper software via Broadband and greater sales will drive prices down, not the dumbing down of a powerful machine.

Music to the ears

I got the first great issue of your magazine and it rocks. But, there's still something I'm unsure about - MP3. With me being the groover that I am, I'd like to be able to download music from a PlayStation2. Are Sony or any other company planning to release an MP3 player for the PS2? If they were it would be the icing on the cake for a great machine. I badly need to do some groovin' man!

Tom 'Boogie Boy', East Molesey, Surrey

P2 Well, Sony hasn't mentioned anything about an MP3 player for the PlayStation2. Though with the console's planned Hard Disc Drive and Broadband connection, this shouldn't be technically troublesome. The memory and hardware would already be in place. Also, Sony currently produce one of the best-selling MP3 players, which could connect to the PlayStation2 via the USB port. Sony has stated that the purpose behind the planned Broadband access will be to deliver large dumps of visual and audio material and it would seem particularly unlike Sony to miss a massive opportunity to tie into the biggest Online revolution for some years. The future sounds very clear.

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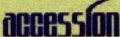
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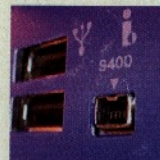
Mention the term aliasing aloud in a room full of PlayStation2 developers and you can bet that the room will go rather quiet. In fact the only way you'll be leaving that room is on a stretcher! Aliasing is the process by which lines on the screen and curved surfaces become jagged because the screen resolution is not high enough to show a smooth perfect line. If you look closely at any PlayStation game you will notice that curved surfaces appear to be stepped – these are called jaggies and they're the screaming skeleton in the PlayStation2 closet.

The only way to get rid of these is to use a technique known as anti-aliasing, which reduces the appearance of jaggies so that all curved surfaces appear to be smooth. There are many methods of anti-aliasing but the main two are known as edge and full scene. The edge technique takes place on the finished screen and basically blurs the image edges to smooth out any jaggies. This is achieved by fading adjacent colours into each other to make the jump between on-screen colours less dramatic. Full scene anti-aliasing, on the other hand, takes place before the image is shown and affects the whole screen. This method renders the screen at a higher resolution than is necessary and then reduces the size of the picture to fit the screen.

So what's the problem with that you ask? Well the PlayStation2 hardware doesn't include built-in anti-aliasing! Fortunately there are ways around this in the software – ways of

faking it, so to speak! The main dilemma comes from the fact that using the software to run anti-aliasing programs can slow the frame rate down massively. This is the main reason why the first batch of PlayStation2 games does not include any methods to deal with aliasing problems. But don't worry, you need not ditch the machine just yet as the future is far from becoming a jagged one. When the majority of companies first received the development kit they didn't realise that there were in fact ways to deal with aliasing without causing major slow-down or grief to the PlayStation2 processor. As the developers learn the system, you're going to find better games coming out, with minimum jagged edges. One perfect example of this is Summoner which uses full scene anti-aliasing techniques with no drop in gameplay performance! The very fact that the PlayStation2 is coming to Europe later than anywhere else is also a major benefit. A lot of the launch titles that were released in Japan on day one are being improved for the European launch.

In the end it all comes down to time. The first batch of games has been, to some extent, rushed for launch but now the developers have the time and luxury they need to deal with problems like aliasing. Compare the first batch of original PlayStation games to the PlayStation games you get today and imagine the same kind of step up on the PlayStation2! Put bluntly, aliasing is nothing to worry about – the future is looking as smooth and perfectly rounded as a Dead Or Alive babe.



Written by Mikee



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